



```
var ni = nint
while(ni != 0) {
    fastptr = fastptr?.next
    ni = ni - 1
}

var slowptr = head
var prev: ListNode? = slowptr

if(fastptr == nil) {
    return head?.next
}

while(fastptr != nil) {
    fastptr = fastptr?.next
    prev = slowptr
    slowptr = slowptr?.next
}

prev?.next = slowptr?.next
return head
}
}
```