

Code

```
class Solution {
func copyRandomList( head: Node?) -> Node? {
    guard let root = head else {
        return nil
    }
    var hash:[Node: Node] = [:]
    var curr = head
    while(curr != nil) {
        let new = Node(curr!.val)
        hash[curr!] = new
        curr = curr?.next
    }
    curr = head
    while(curr != nil) {
        let new = hash[curr!]
        if let next = curr!.next, let ne = hash[next] {
            new!.next = ne
        } else {
            new!.next = nil
        }
```