Eggy Jest with Rondom Painter

For this problem we need to construct a deep copy of the list, including both next and random pointers.

Optimed Approach: (Ou) time, O(1) pace

Les Idea: 3- step in-place algorithm
De can avoid extra hash maps by modifying the list temposarily

Ttep 1: Interweave copiel nodes with original nodes.
For each node in the original let, creater copy and insert et eight after the enjurial mode.

After this step list looks like:

Duginal: A - B - C

Modefied: A-A'-B-B'-C-C'

ther: Assign sandom pointers to copied nodes

For each original mode, set copy, som dom = original sandom ment (if sondom exist)

Stop 3: Teparate the two lests

Detach the copied lest from the interleaved structure to sertore the original list.

Complex éty Analysis: (
Time: Qu) (Troverse lest 3 temes)

· Space: O(1) (In-place without extre hash maps)