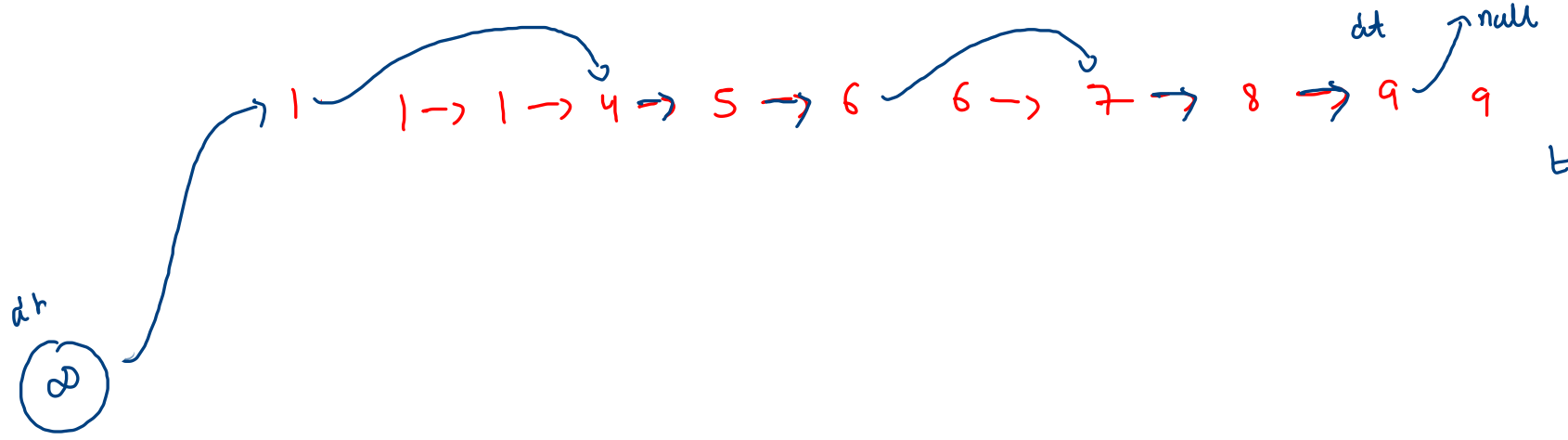
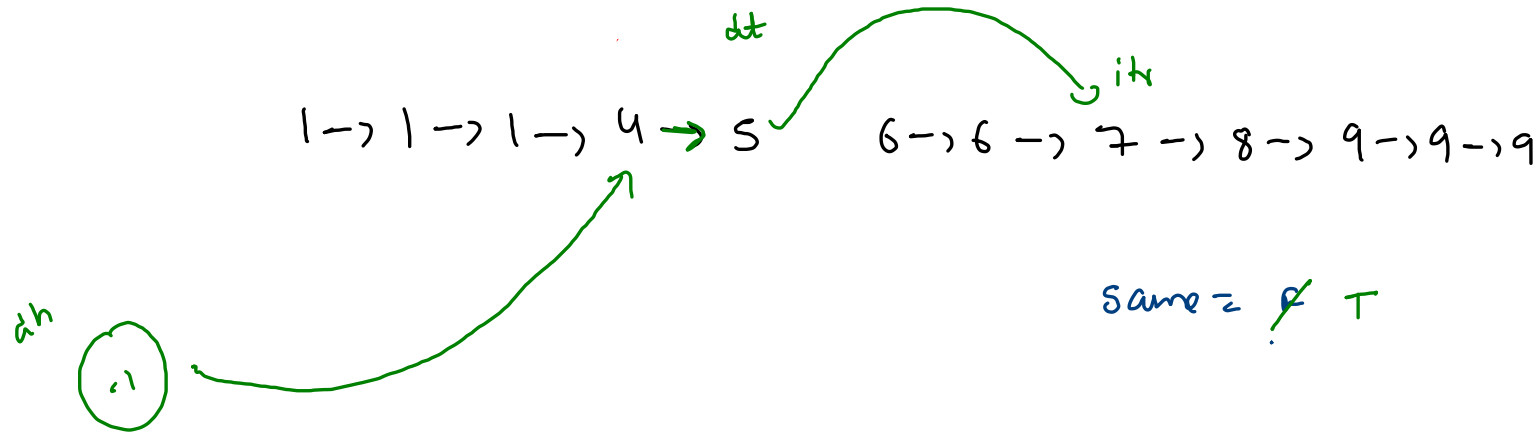


Remove Duplicate From Sorted Linkedlist



1->1->1->4->5->6->6->7->8->9->9->9->null

Remove All Duplicates From Sorted Linkedlist



(i) $O(n)$: T

(ii) $O(1)$: S

Same = ~~F~~ T

(i) extra space
is not
allowed.

output : 4 → 5 → 7 → 8

1 → 1 → 1 → 4 → 5 → 6 → 6 → 7 → 8 → 9 → 9 → 9 → null

```

ListNode itr = head;
ListNode curr = itr.next;
dt.next = itr;

```

```

while(curr != null) {
    boolean isDuplicate = false;

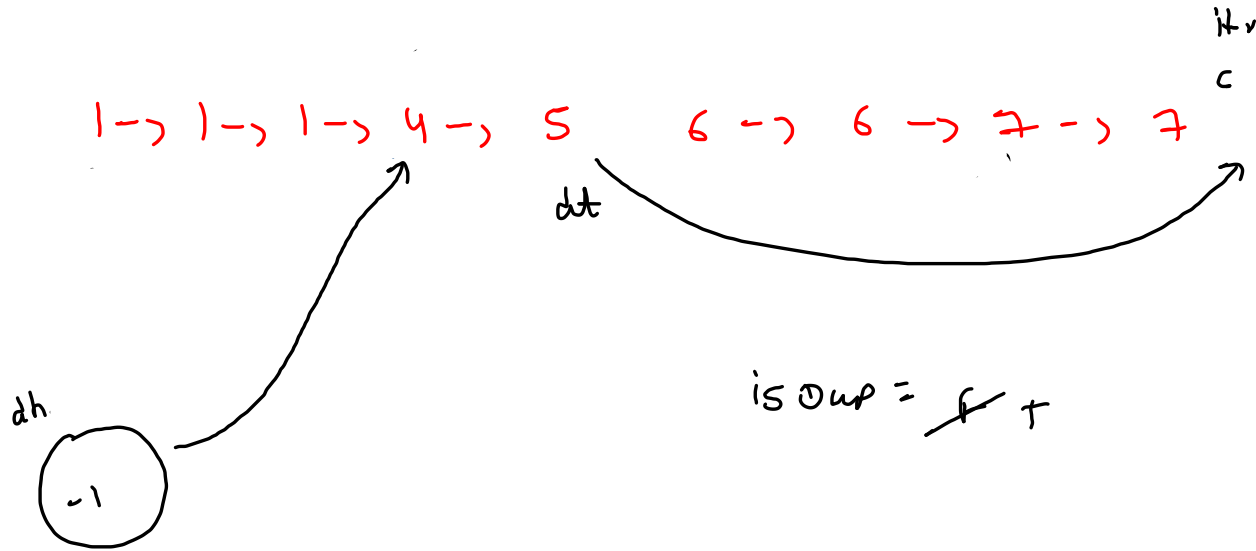
    while(curr != null && itr.val == curr.val) {
        isDuplicate = true;
        curr = curr.next;
    }

    if(isDuplicate == true) {
        dt.next = curr;
    }
    else {
        dt = dt.next;
    }

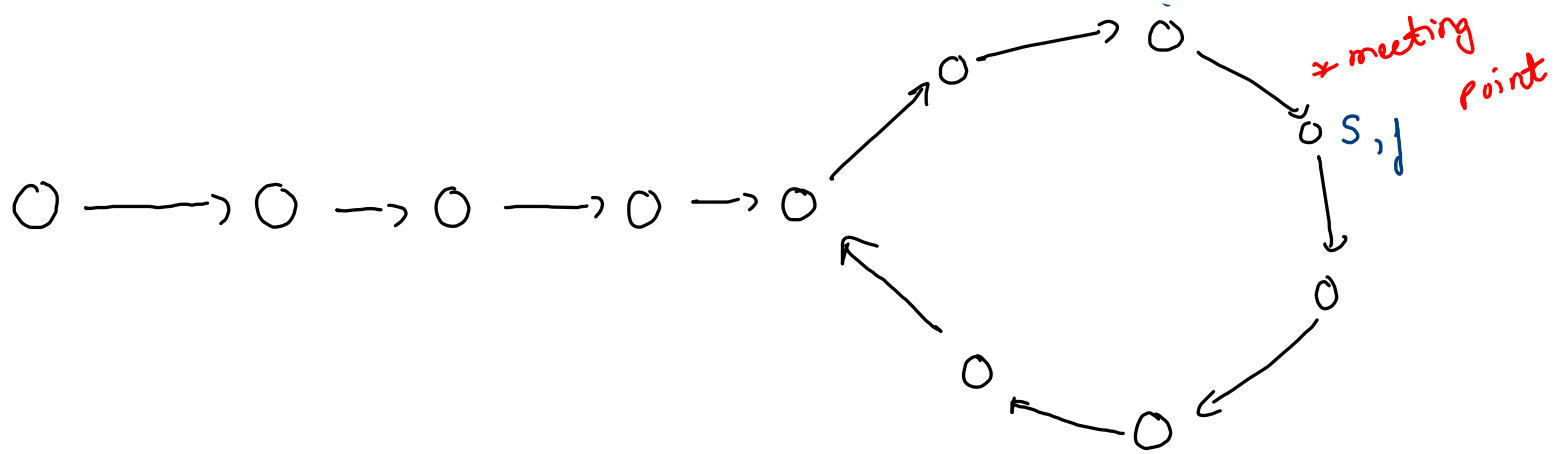
    itr = curr;

    if(itr != null)
        curr = itr.next;
}

```



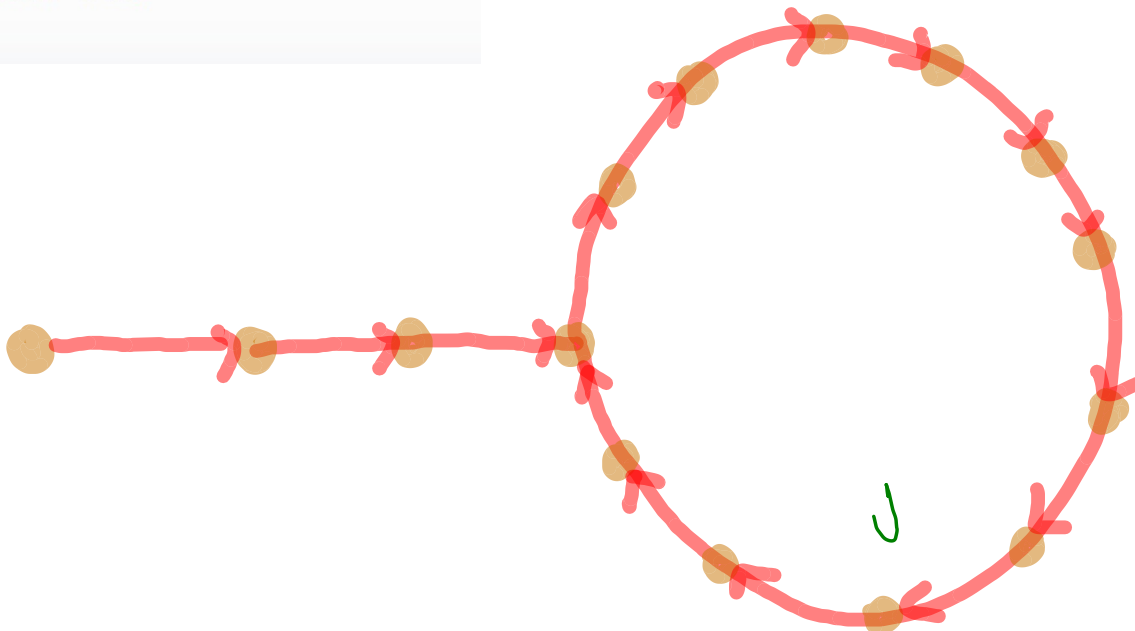
Is Cycle Present In Linkedlist



if slow is able to
catch fast, there is
a cycle LL.

```
ListNode slow = head;  
ListNode fast = head;
```

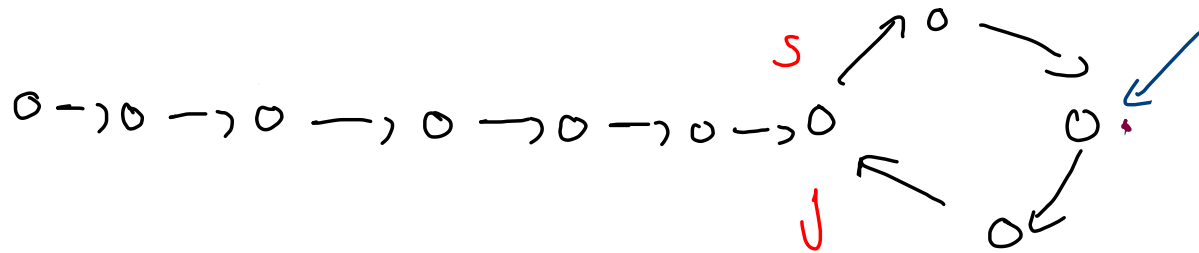
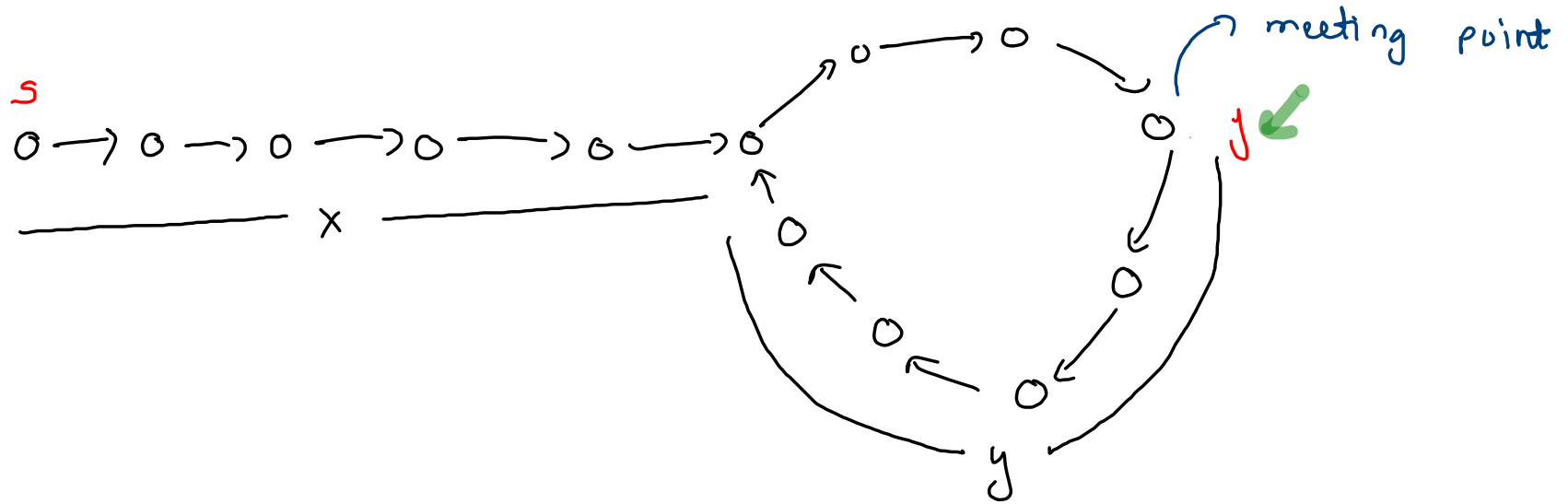
```
while(fast != null && fast.next != null) {  
    slow = slow.next;  
    fast = fast.next.next;  
  
    if(slow == fast) {  
        return true;  
    }  
}
```



$$r_s = 0$$

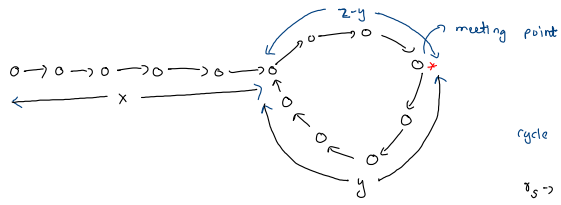
$$r_f = 1$$

S → * meeting point



$$x = 2k + y$$

$$7 = 4 * 1 + 3$$



cycle length $\rightarrow z$

$$d_s = x + r_s(z) + z - y$$

$$d_f = x + r_f(z) + z - y$$

$r_s \rightarrow$ rotation by slow.
 $r_f \rightarrow$ rotation by fast.
 } before meeting

$$t_s = t_f$$

$$s = \frac{d}{t}$$

$$t_s = \frac{x + r_s(z) + z - y}{1} \quad \text{--- ①}$$

$$t_f = \frac{x + r_f(z) + z - y}{2} \quad \text{--- ②}$$

$$\textcircled{1} = \textcircled{2}$$

$$x + r_s(z) + z - y = \frac{x + r_f(z) + z - y}{2}$$

$$\cancel{2x} + 2r_s(z) + \cancel{2(z-y)} = \cancel{x} + r_f(z) + \cancel{z-y}$$

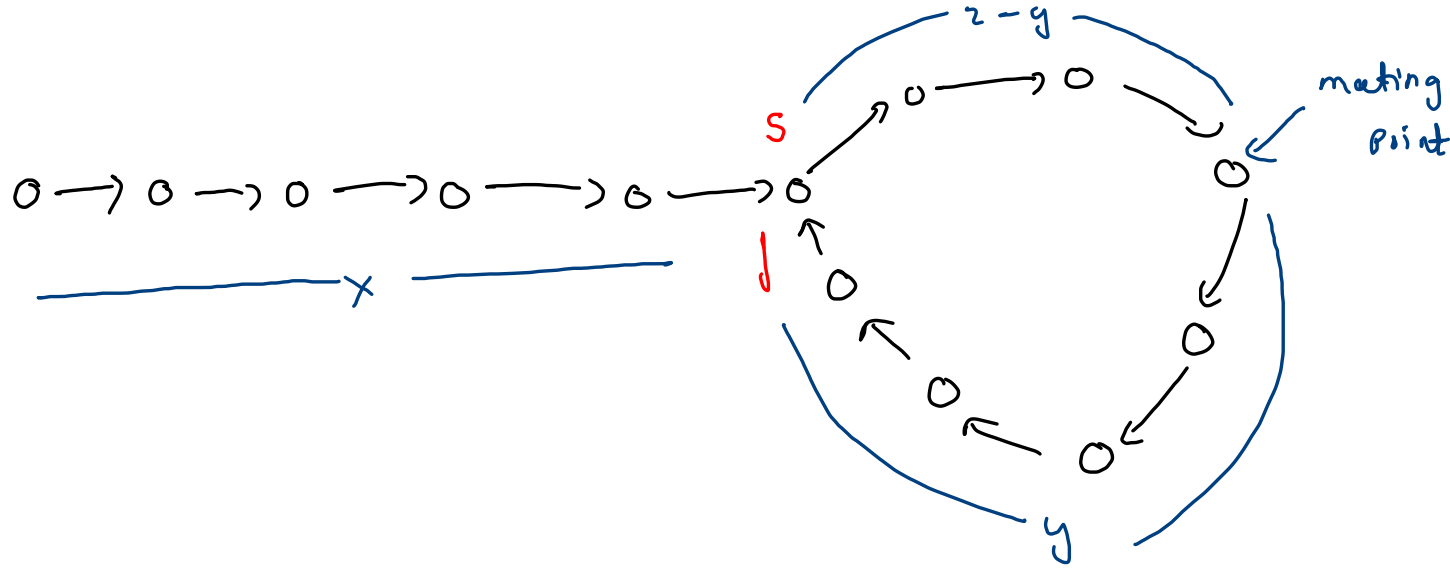
$$x + 2r_s(z) + z - y = r_f(z)$$

$$x = r_f(z) - 2r_s(z) - (z - y)$$

$$x = z(r_f - 2r_s) - (z - y)$$

$$x = z(r_f - 2r_s - 1) + y$$

$$x = zk + y$$



```

while(fast != null && fast.next != null) {
    slow = slow.next;
    fast = fast.next.next;

    if(slow == fast) {
        //keep fast at meeting point and move
        slow = head;

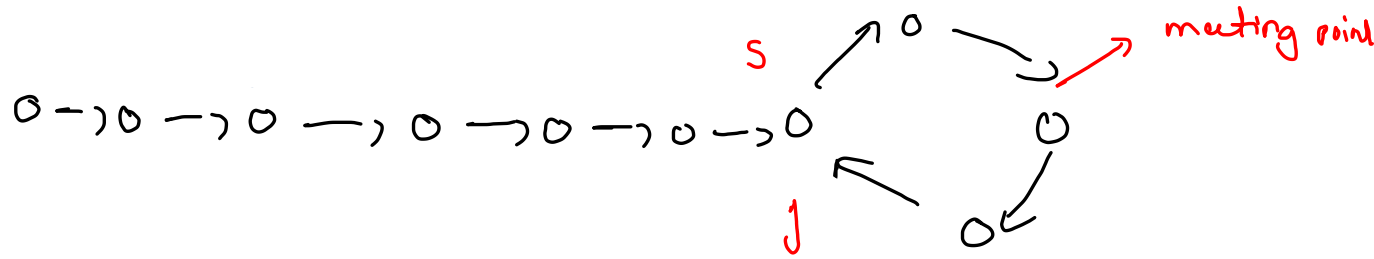
        while(slow != fast) {
            slow = slow.next;
            fast = fast.next;
        }

        return slow; //cycle start node
    }
}

```

$$x = 2k + y$$

$$(k = 0)$$



```

while(fast != null && fast.next != null) {
    slow = slow.next;
    fast = fast.next.next;

    if(slow == fast) {
        //keep fast at meeting point and move
        slow = head;

        while(slow != fast) {
            slow = slow.next;
            fast = fast.next;
        }

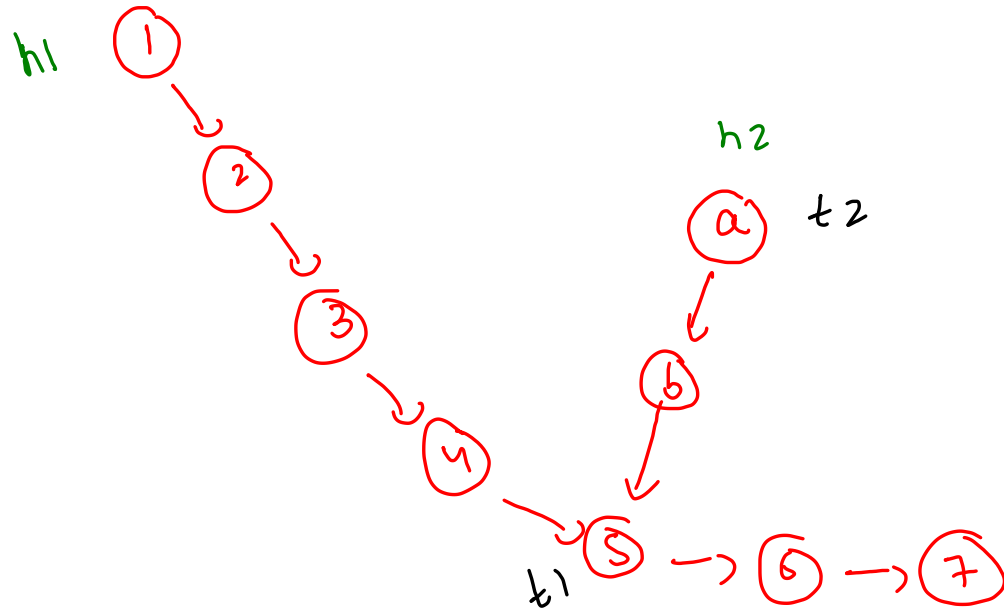
        return slow; //cycle start node
    }
}

```

$$x = 2k + y$$

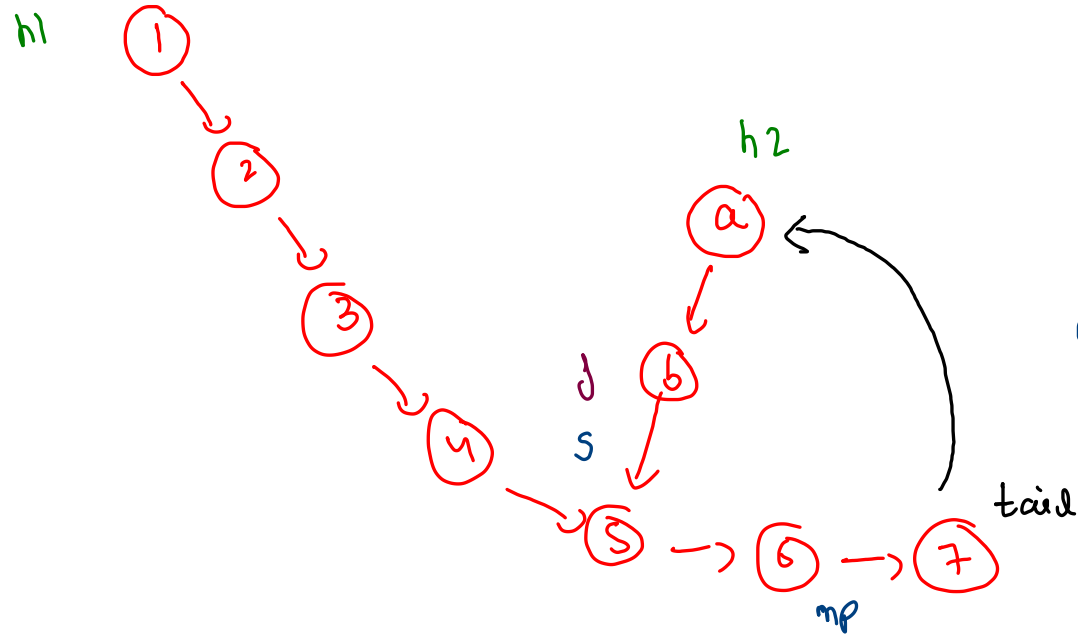
$$(k=1)$$

Intersection Node In Two Linkedlist Using Difference Method



$$\begin{aligned}\text{abs. gap} &= |d_1 - d_2| \\ &= |7 - 5| = 2\end{aligned}$$

Intersection Node In Two Linkedlist Using Floyd Cycle Method



find tail
tail.next = h2;

cycle start = intersection
node

```
ListNode temp = headA;

while(temp.next != null) {
    temp = temp.next;
}

ListNode tail = temp;

tail.next = headB; //to create cycle, if there is an intersection point

//this cycle start point is the intersection point
ListNode slow = headA;
ListNode fast = headA;

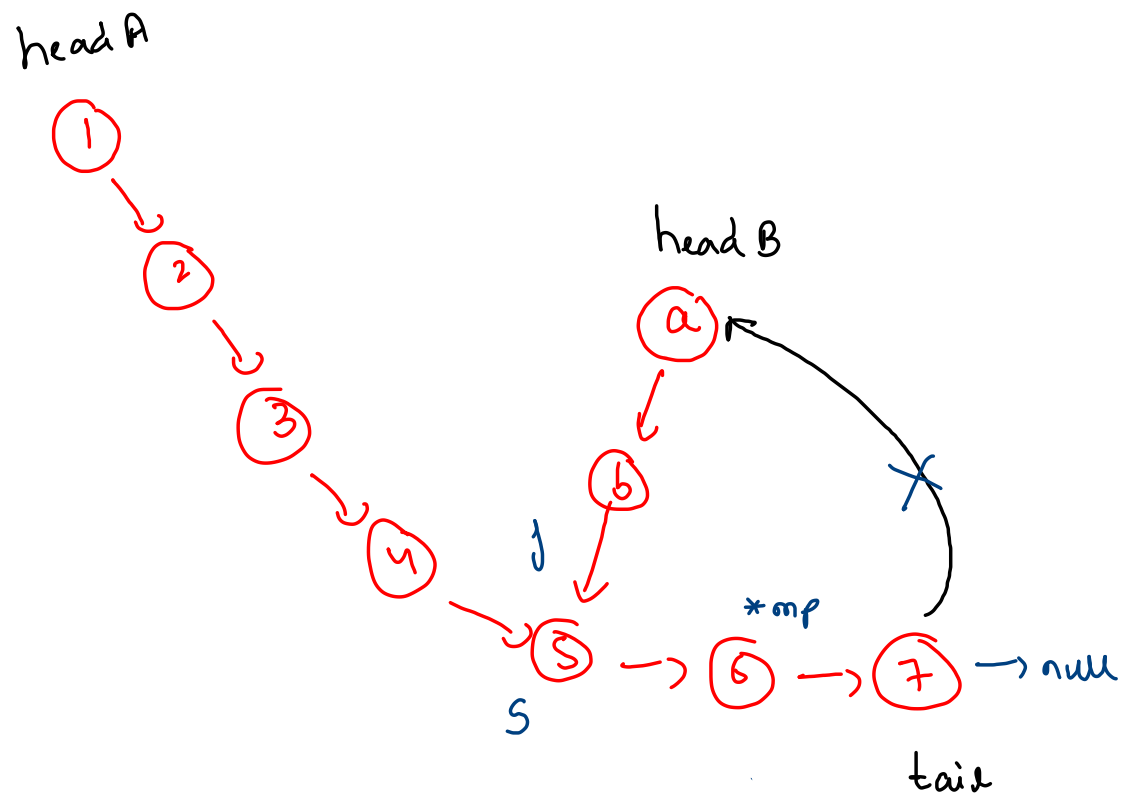
while(fast != null && fast.next != null) {
    slow = slow.next;
    fast = fast.next.next;

    if(slow == fast) {
        slow = headA;

        while(slow != fast) {
            slow = slow.next;
            fast = fast.next;
        }

        tail.next = null;
        return slow;
    }
}

tail.next = null;
return null; //there was no intersection point
```



```

ListNode temp = headA;

while(temp.next != null) {
    temp = temp.next;
}

ListNode tail = temp;

tail.next = headB; //to create cycle, if there is an intersection point

//this cycle start point is the intersection point
ListNode slow = headA;
ListNode fast = headA;

while(fast != null && fast.next != null) {
    slow = slow.next;
    fast = fast.next.next;

    if(slow == fast) {
        slow = headA;

        while(slow != fast) {
            slow = slow.next;
            fast = fast.next;
        }

        tail.next = null;
        return slow;
    }
}

tail.next = null;
return null; //there was no intersection point

```

