```
class Node {
  constructor(data) {
    this.data = data;
    this.next = null;
class Solution {
  detectFirstNodeLoop(head) {
    let tortoise = head;
    let hare = head
    while(hare!==null && tortoise.next !== null){
        tortoise = tortoise.next;
        hare = hare.next.next
        if(tortoise === hare){
           break
    if(hare === null) return 'No Loop Found'
    let newTortoise = head
    while(hare!==newTortoise){
        newTortoise = newTortoise.next
        hare = hare.next
    return "Loop Found At ===>" + newTortoise.data
let head = new Node(1);
let second = new Node(2);
let third = new Node(3);
let fourth = new Node(4);
head.next = second;
second.next = third;
third.next = fourth;
fourth.next = second;
let solution = new Solution();
console.log(solution.detectFirstNodeLoop(head));
```