

Linked List Cycle

```
C \ Auto
7  */
8  bool hasCycle(struct ListNode *head) {
9      struct ListNode *temp1, *temp2;
10     temp1=head;
11     temp2=head;
12     ...
13 }
```

Saved

Testcase | Test Result

Accepted Runtime: 3 ms

Case 1 Case 2 Case 3

Input

head =
[3,2,0,-4]

pos =
1

Output

true

Expected

true

```
C \ Auto
7  */
8  bool hasCycle(struct ListNode *head) {
9      struct ListNode *temp1, *temp2;
10     temp1=head;
11     temp2=head;
12     ...
13 }
```

Saved

Testcase | Test Result

Accepted Runtime: 3 ms

Case 1 Case 2 Case 3

Input

head =
[1,2]

pos =
0

Output

true

Expected

true

C Auto

7

*/

8

bool hasCycle(struct ListNode *head) {

9

struct ListNode *temp1, *temp2;

10

temp1=head;

11

temp2=head;

12

while(temp1!=temp2){

13

temp1=temp1->next;

14

temp2=temp2->next;

15

}

16

return temp1==temp2;

17

}

Saved

Testcase

Test Result

Accepted Runtime: 3 ms

Case 1

Case 2

Case 3

Input

head =

[1]

pos =

-1

Output

false

Expected

false