

Linked List Cycle

Code

```
C v Auto
7 // ...
8 struct ListNode *detectCycle(struct ListNode *head) {
```

Saved

Testcase | Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

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

pos =
1

Output

```
tail connects to node index 1
```

Expected

```
tail connects to node index 1
```

Code

```
C v Auto
7 // ...
8 struct ListNode *detectCycle(struct ListNode *head) {
```

Saved

Testcase | Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

```
head =
[1,2]
```

pos =
0

Output

```
tail connects to node index 0
```

Expected

```
tail connects to node index 0
```

Code

```
C v Auto
7 // ...
8 struct ListNode *detectCycle(struct ListNode *head) {
```

Saved

Testcase | Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

```
head =
[1]
```

pos =
-1

Output

```
no cycle
```

Expected

```
no cycle
```