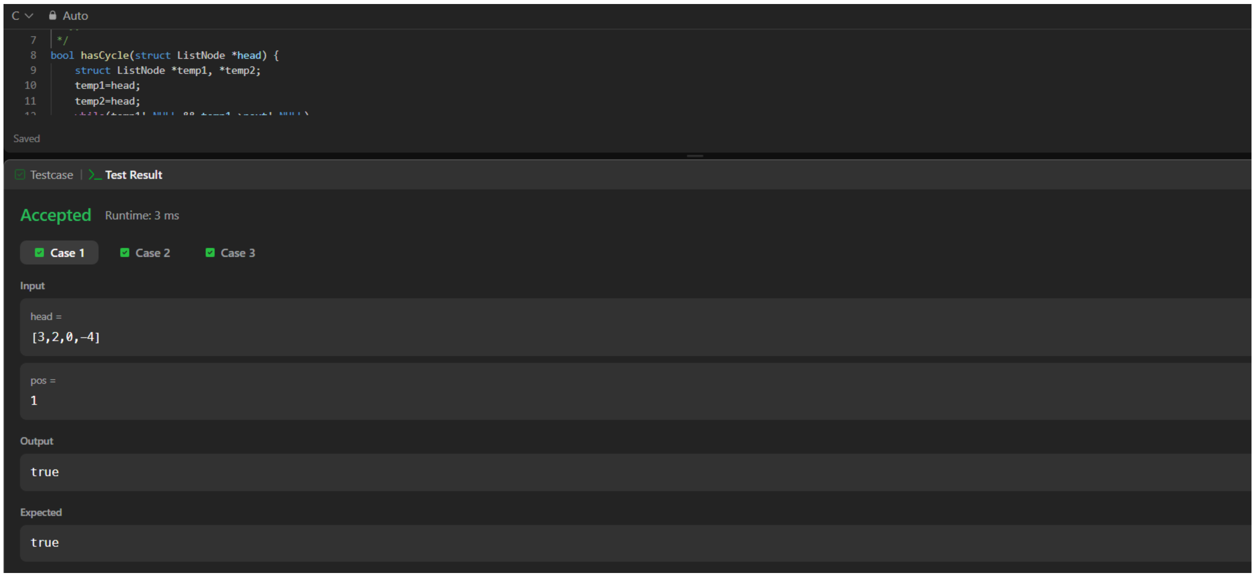
Linked List Cycle



```c
 */
bool hasCycle(struct ListNode *head) {
    struct ListNode *temp1, *temp2;
    temp1=head;
    temp2=head;
    while(temp1!=NULL && temp1->next!=NULL)
```

Accepted Runtime: 3 ms

Input

head =

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

pos =

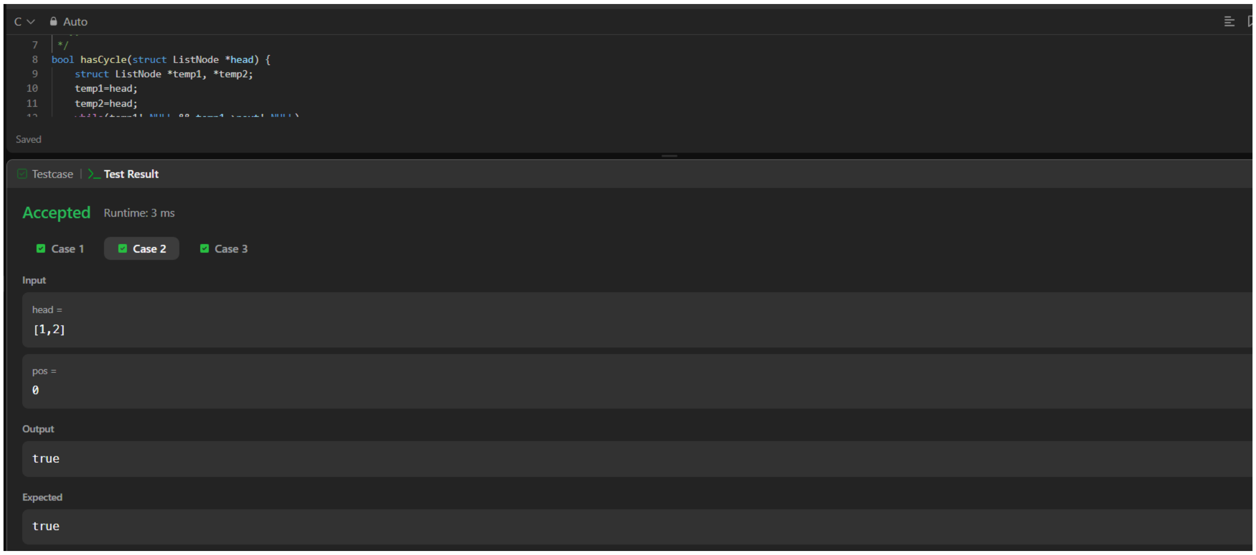
```
1
```

Output

```
true
```

Expected

```
true
```



```c
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bool hasCycle(struct ListNode *head) {
    struct ListNode *temp1, *temp2;
    temp1=head;
    temp2=head;
    while(temp1!=NULL && temp1->next!=NULL)
```

Accepted Runtime: 3 ms

Input

head =

```
[1,2]
```

pos =

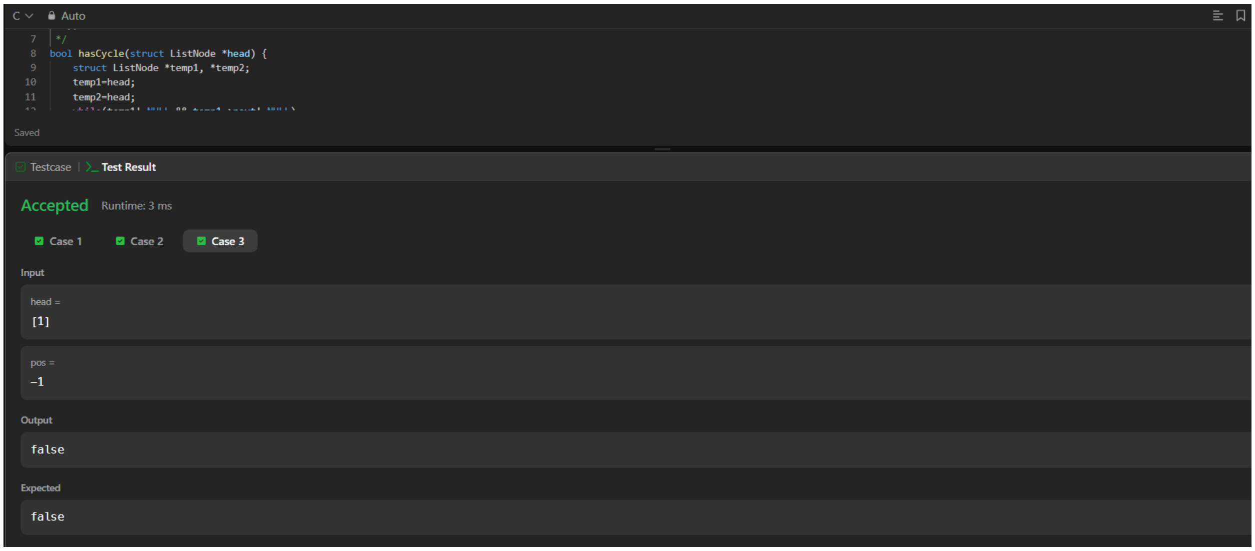
```
0
```

Output

```
true
```

Expected

```
true
```



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    struct ListNode *temp1, *temp2;
    temp1=head;
    temp2=head;
    while(temp1!=NULL && temp1->next!=NULL)
```

Accepted Runtime: 3 ms

☑ Case 1 ☑ Case 2 ☑ Case 3

Input

head =

```
[1]
```

pos =

```
-1
```

Output

```
false
```

Expected

```
false
```