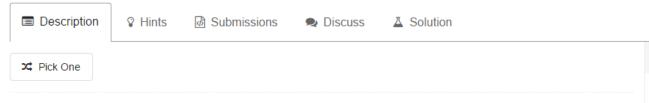
160. Intersection of Two Linked Lists



Write a program to find the node at which the intersection of two singly linked lists begins.

For example, the following two linked lists:

```
A: a1 \rightarrow a2
c1 \rightarrow c2 \rightarrow c3
\nearrow
B: b1 \rightarrow b2 \rightarrow b3
```

begin to intersect at node c1.

Notes:

- . If the two linked lists have no intersection at all, return null.
- · The linked lists must retain their original structure after the function returns.
- · You may assume there are no cycles anywhere in the entire linked structure.
- · Your code should preferably run in O(n) time and use only O(1) memory.

```
public class ListNode {
    int val;
    ListNode next;
    ListNode(int x) {
     val = x;
     next = null;
    }
}
```

* 如果两个链长度相同的话,那么对应的一个个比下去就能找到,所以只需要把长链表变短即可。具体算法为:分别遍历两个链表,得到分别对应的长度。然后求长度的差值,把较长的那个链表向后移动这个差值的个数,然后一一比较即可

```
*/
public ListNode getIntersectionNode(ListNode headA, ListNode headB) {
   int len1 = 0;
   int len2 = 0;
   ListNode p1 = headA, p2 = headB;
   if(p1 == null || p2 == null)
        return null;

   while (p1 != null) {
        len1 ++;
        p1 = p1.next;
   }
}
```

```
while (p2 != null) {
        len2 ++;
         p2 = p2.next;
int diff = 0;
p1 = headA;
p2 = headB;
if(len1 > len2) {
    diff = len1 - len2;
    int i = 0;
    while (i < diff) {
                 p1 = p1.next;
                 i ++;
}else {
         diff = 1en2 - 1en1;
         int i = 0;
          while (i \leq diff) \{
                 p2 = p2.next;
                 i ++;
while (p1 != null && p2 != null) {
         if(p1.val == p2.val)
                 return p1;
         else {
                 p1 = p1.next;
                 p2 = p2.next;
return null;
```