141 circle list想法 一快一慢的linked step 假如有循環總有一天會相碰

壞掉就跳出

class Solution:

def hasCycle(self, head: Optional[ListNode]) -> bool:

try:

slow = head

fast = head.next

while slow is not fast:

slow = slow.next

fast = fast.next.next

return True

except:

return False

java

public boolean hasCycle(ListNode head) {

if(head==null) return false;

ListNode walker = head;

ListNode runner = head;

while(runner.next!=null && runner.next.next!=null) {

walker = walker.next;

runner = runner.next.next;

if(walker==runner) return true;

}

return false;

}