

# Detect Cycle in a Linked List

Difficulty	Easy
Category	LinkedList
Question	<a href="https://leetcode.com/problems/linked-list-cycle/">https://leetcode.com/problems/linked-list-cycle/</a>
Solution	<a href="https://youtu.be/gBT7lFR3vc">https://youtu.be/gBT7lFR3vc</a>
Status	Done

## Question

Given `head`, the head of a linked list, determine if the linked list has a cycle in it.

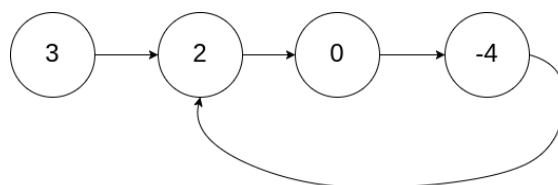
There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the `next` pointer.

Internally, `pos` is used to denote the index of the node that tail's `next` pointer is connected to. **Note that `pos` is not passed as a parameter.**

Return `true` if there is a cycle in the linked list. Otherwise, return `false`.

## Example

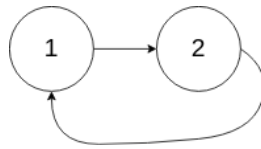
Example 1:



Input: head = [3,2,0,-4], pos = 1  
Output: true

Explanation: There is a cycle in the linked list, where the tail connects to the 1st node (0-indexed).

### Example 2:



Input: head = [1,2], pos = 0

Output: true

Explanation: There is a cycle in the linked list, where the tail connects to the 0th node.

### Example 3:



Input: head = [1], pos = -1

Output: false

Explanation: There is no cycle in the linked list.

## Idea



Slow-Fast (**Floyd's Tortoise and Hare**) detection method. Fast is double speed, if they meet each other, meaning there's a loop

## Solution

```
class Solution:
    def hasCycle(self, head: Optional[ListNode]) -> bool:
        # Initialize two pointers, 'slow' and 'fast', both starting at the head of the linked list.
        slow, fast = head, head

        # Traverse the linked list using 'fast' pointer, moving 2 steps at a time,
        # and 'slow' pointer, moving 1 step at a time.
        while fast and fast.next:
```

```
slow = slow.next # Move 'slow' one step
fast = fast.next.next # Move 'fast' two steps

# If there is a cycle, at some point, 'slow' and 'fast' will meet at the same node.
if slow == fast:
    return True # Return True, indicating the presence of a cycle

# If 'fast' reaches the end of the list (i.e., 'fast' or 'fast.next' becomes None),
# it means there is no cycle, and we return False.
return False # Return False, indicating no cycle was found.
```