Question 2

Ans:

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In [27]: class ListNode:
             def __init__(self, val=0, next=None):
                 \overline{\text{self.val}} = \text{val}
                 self.next = next
         def addTwoNumbers(l1, l2):
             dummy = ListNode(0)
             curr = dummy
             carry = 0
             while l1 or l2:
                 sum = carry
                 if l1:
                     sum += l1.val
                     l1 = l1.next
                 if 12:
                     sum += l2.val
                     12 = 12.next
                 curr.next = ListNode(sum % 10)
                 curr = curr.next
                 carry = sum // 10
             if carry > 0:
                 curr.next = ListNode(carry)
             return dummy.next
In [28]: # Example 1
         l1 = ListNode(2)
         l1.next = ListNode(4)
         l1.next.next = ListNode(3)
         12 = ListNode(5)
         l2.next = ListNode(6)
         l2.next.next = ListNode(4)
         result = addTwoNumbers(l1, l2)
         while result:
             print(result.val, end=" ")
             result = result.next
         7 0 8
In [29]: # Example 2
         l1 = ListNode(0)
         l2 = ListNode(0)
         result = addTwoNumbers(l1, l2)
         while result:
             print(result.val, end=" ")
             result = result.next
In [30]: # Example 3
         l1 = ListNode(9)
         l1.next = ListNode(9)
         l1.next.next = ListNode(9)
         l1.next.next.next = ListNode(9)
         l1.next.next.next = ListNode(9)
         l1.next.next.next.next = ListNode(9)
         l1.next.next.next.next.next = ListNode(9)
         12 = ListNode(9)
         l2.next = ListNode(9)
         l2.next.next = ListNode(9)
         l2.next.next.next = ListNode(9)
         result = addTwoNumbers(l1, l2)
         while result:
             print(result.val, end=" ")
             result = result.next
```

8 9 9 9 0 0 0 1

In []:

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