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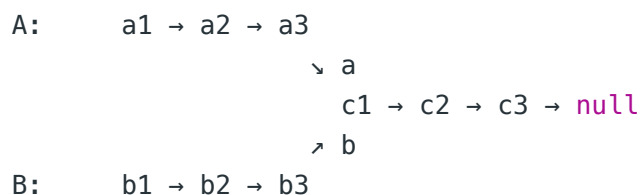
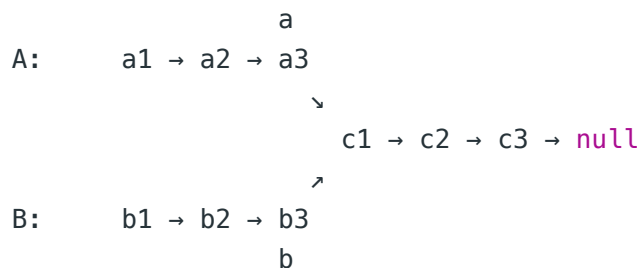
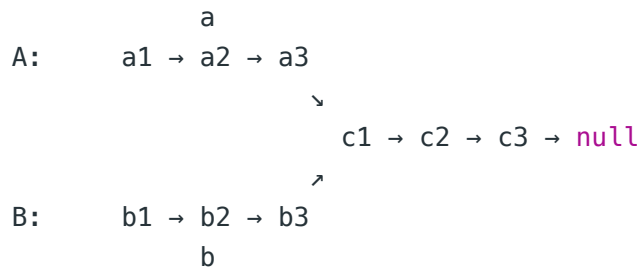
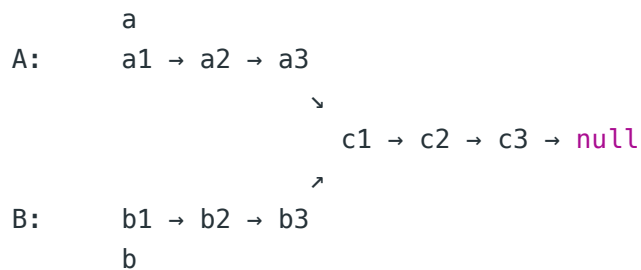
BryanBoCao

★ 3070

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### Visualization of this solution:

#### Case 1 (Have Intersection & Same Len):



Since `a == b` is true, end loop `while(a != b)`, return the intersection node `a = c1`.

 Description

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Since `a == b` is true, end loop `while(a != b)`, return the intersection node `a = c1`.

### Case 2 (Have Intersection & Different Len):

A:            a  
              a1 → a2  
                  ↘  
                  c1 → c2 → c3 → null  
                  ↗

B:        b1 → b2 → b3  
          b

A:            a  
              a1 → a2  
                  ↘  
                  c1 → c2 → c3 → null  
                  ↗

B:        b1 → b2 → b3  
          b

A:            a  
              a1 → a2  
                  ↘ a  
                  c1 → c2 → c3 → null  
                  ↗

B:        b1 → b2 → b3  
          b

A:            a  
              a1 → a2  
                  ↘        a  
                  c1 → c2 → c3 → null  
                  ↗        b

B:        b1 → b2 → b3


A:            a  
              a1 → a2  
                  ↘                a  
                  c1 → c2 → c3 → null  
                  ↗                b

B:        b1 → b2 → b3

A:            a1 → a2  
                  ↘                                a = null, then a = b1

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B:      b1 → b2 → b3

A:            a1 → a2

↘                            a = null, then a = b1  
c1 → c2 → c3 → null  
↗                            b

B:      b1 → b2 → b3

A:            a1 → a2

↘                            c1 → c2 → c3 → null  
↗                            b = null, then b = a1

B:      b1 → b2 → b3

a

A:            b  
a1 → a2

↘                            c1 → c2 → c3 → null  
↗

B:      b1 → b2 → b3

a

A:            b  
a1 → a2

↘                            c1 → c2 → c3 → null  
↗

B:      b1 → b2 → b3

a

A:            a1 → a2

↘ b  
c1 → c2 → c3 → null  
↗ a

B:      b1 → b2 → b3

Since `a == b` is true, end loop `while(a != b)` , return the intersection node `a = c1` .

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Since `a == b` is true, end loop `while(a != b)`, return the intersection node `a = b1`.

### Case 3 (Have No Intersection & Same Len):

```

      a
A:    a1 → a2 → a3 → null
B:    b1 → b2 → b3 → null
      b

```

```

      a
A:    a1 → a2 → a3 → null
B:    b1 → b2 → b3 → null
      b

```

```

      a
A:    a1 → a2 → a3 → null
B:    b1 → b2 → b3 → null
      b

```

```

      a = null
A:    a1 → a2 → a3 → null
B:    b1 → b2 → b3 → null
      b = null

```

Since `a == b` is true (both refer to null), end loop `while(a != b)`, return `a = null`.

### Case 4 (Have No Intersection & Different Len):

```

      a
A:    a1 → a2 → a3 → a4 → null
B:    b1 → b2 → b3 → null
      b

```

```

      a
A:    a1 → a2 → a3 → a4 → null
B:    b1 → b2 → b3 → null
      b

```

```

      a
A:    a1 → a2 → a3 → a4 → null
B:    b1 → b2 → b3 → null
      b

```

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A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
b

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
b

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
b = null, then b = a1

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
a

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
a

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
a

A: a1 → a2 → a3 → a4 → null

B: b1 → b2 → b3 → null  
a = null

Since `a == b` is true (both refer to null), end loop `while(a != b)`, return `a = null`.