



Code With Coffee

// Definition for singly-linked list.

```
struct ListNode {
    int val;
    struct ListNode *next;
};
```

```
struct ListNode* reverse(struct ListNode* head) {
    struct ListNode* prev = NULL;
    struct ListNode* curr = head;
    struct ListNode* next = NULL;
    while (curr) {
        next = curr->next;
        curr->next = prev;
        prev = curr;
        curr = next;
    }
    return prev;
}
```

```
void reorderList(struct ListNode* head) {
    if (!head || !head->next) return;
```

// 1. Find middle

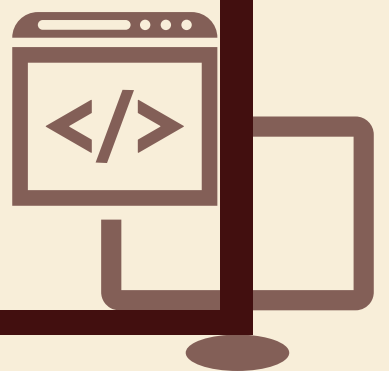
```
struct ListNode* slow = head;
struct ListNode* fast = head;
while (fast->next && fast->next->next) {
    slow = slow->next;
    fast = fast->next->next;
}
```

// 2. Reverse second half

```
struct ListNode* second = reverse(slow->next);
slow->next = NULL;
```

// 3. Merge

```
struct ListNode* first = head;
while (first && second) {
    struct ListNode* temp1 = first->next;
    struct ListNode* temp2 = second->next;
    first->next = second;
    second->next = temp1;
    first = temp1;
    second = temp2;
}
```





Code With Coffee

// Definition for singly-linked list.

```
struct ListNode {
    int val;
    ListNode *next;
    ListNode() : val(0), next(nullptr) {}
    ListNode(int x) : val(x), next(nullptr) {}
    ListNode(int x, ListNode *next) : val(x), next(next) {}
};
```

```
class Solution {
public:
```

```
    ListNode* reverse(ListNode* head) {
        ListNode* prev = nullptr;
        while (head) {
            ListNode* next = head->next;
            head->next = prev;
            prev = head;
            head = next;
        }
        return prev;
    }
```

```
    void reorderList(ListNode* head) {
        if (!head || !head->next) return;
```

// 1. Find middle by Tortoise and Hare method

```
        ListNode* slow = head, *fast = head;
        while (fast->next && fast->next->next) {
            slow = slow->next;
            fast = fast->next->next;
        }
```

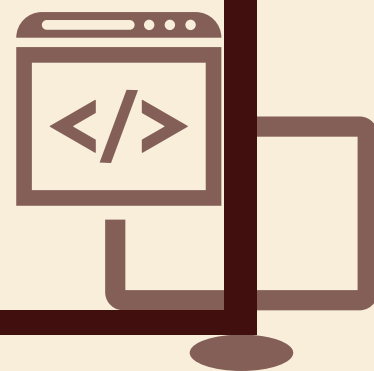
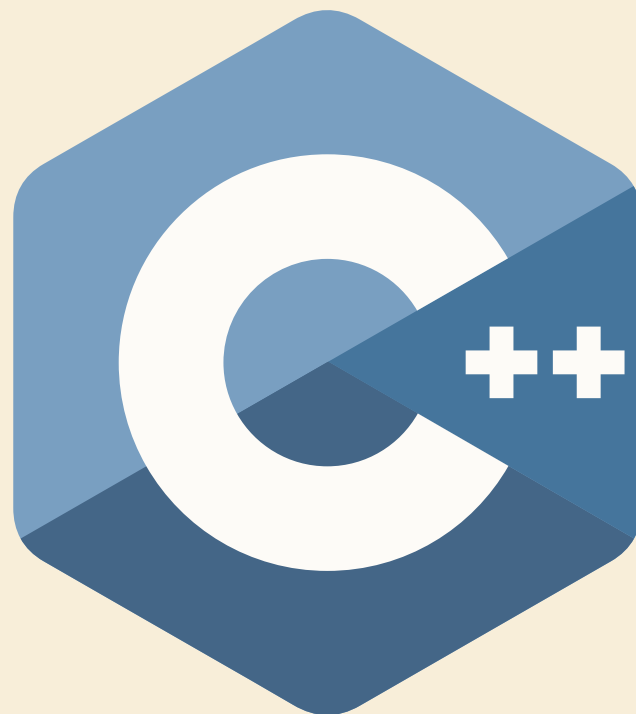
// 2. Reverse second half

```
        ListNode* second = reverse(slow->next);
        slow->next = nullptr;
```

// 3. Merge

```
        ListNode* first = head;
        while (first && second) {
            ListNode* t1 = first->next;
            ListNode* t2 = second->next;
            first->next = second;
            second->next = t1;
            first = t1;
            second = t2;
        }
    }
```

```
};
```



Code With Coffee

Definition for singly-linked list.

```
class ListNode:
```

```
    def __init__(self, val=0, next=None):
```

```
        self.val = val
```

```
        self.next = next
```

```
class Solution:
```

```
    def reverse(self, head):
```

```
        prev, curr = None, head
```

```
        while curr:
```

```
            nxt = curr.next
```

```
            curr.next = prev
```

```
            prev = curr
```

```
            curr = nxt
```

```
        return prev
```

```
def reorderList(self, head: ListNode) -> None:
```

```
    if not head or not head.next:
```

```
        return
```

1. Find middle

```
slow, fast = head, head
```

```
while fast.next and fast.next.next:
```

```
    slow = slow.next
```

```
    fast = fast.next.next
```

2. Reverse second half

```
second = self.reverse(slow.next)
```

```
slow.next = None
```

3. Merge

```
first = head
```

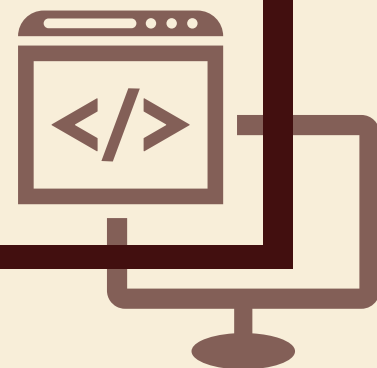
```
while first and second:
```

```
    t1, t2 = first.next, second.next
```

```
    first.next = second
```

```
    second.next = t1
```

```
    first, second = t1, t2
```





Code With Coffee

// Definition for singly-linked list.

```
class ListNode {
    int val;
    ListNode next;
    ListNode() {}
    ListNode(int val) { this.val = val; }
    ListNode(int val, ListNode next) { this.val = val; this.next = next; }
}
```

```
class Solution {
    private ListNode reverse(ListNode head) {
        ListNode prev = null, curr = head;
        while (curr != null) {
            ListNode next = curr.next;
            curr.next = prev;
            prev = curr;
            curr = next;
        }
        return prev;
    }
}
```

```
public void reorderList(ListNode head) {
    if (head == null || head.next == null) return;
```

// 1. Find middle

```
ListNode slow = head, fast = head;
while (fast.next != null && fast.next.next != null) {
    slow = slow.next;
    fast = fast.next.next;
}
```

// 2. Reverse second half

```
ListNode second = reverse(slow.next);
slow.next = null;
```

// 3. Merge

```
ListNode first = head;
while (first != null && second != null) {
    ListNode t1 = first.next;
    ListNode t2 = second.next;
    first.next = second;
    second.next = t1;
    first = t1;
    second = t2;
}
}
```

