**Copy List with Random Pointer**

#include <bits/stdc++.h>

LinkedListNode<int> \*cloneRandomList(LinkedListNode<int> \*head)

{

LinkedListNode<int>\*curr = head;

unordered\_map<LinkedListNode<int>\*, LinkedListNode<int>\*>mp;

while(curr!=NULL){

LinkedListNode<int>\*temp = new LinkedListNode<int>(curr->data);

mp[curr]=temp;

curr=curr->next;

}

curr=head;

while(curr!=NULL){

LinkedListNode<int>\*temp = mp[curr];

temp->next = mp[curr->next];

temp->random = mp[curr->random];

curr=curr->next;

}

return mp[head];

}