Problem 2: Given a Linked list that has two pointers in each node and one of which points to the first node and the other points to any random node. Write a program to clone the LinkedList.

```
class Node:
  def __init__(self, val):
    self.val = val
    self.next = None
    self.random = None
def clone_linked_list(head):
  if not head:
    return None
  node_map = {}
  current = head
  while current:
    cloned_node = Node(current.val)
    node_map[current] = cloned_node
    current = current.next
  current = head
  while current:
    cloned_node = node_map[current]
    cloned_node.next = node_map.get(current.next, None)
    cloned_node.random = node_map.get(current.random, None)
    current = current.next
```

```
return node_map[head]
def print_linked_list(head):
  current = head
  while current:
    random_val = current.random.val if current.random else None
    print(f"({current.val}, {random_val}) -> ", end="")
    current = current.next
  print("None")
  head = Node(1)
  node2 = Node(2)
  node3 = Node(3)
  node4 = Node(4)
  head.next = node2
  node2.next = node3
  node3.next = node4
  head.random = node3
  node2.random = head
  node3.random = None
  node4.random = node2
  cloned_head = clone_linked_list(head)
  print("Original linked list:")
  print_linked_list(head)
```

```
print("\nCloned linked list:")
print_linked_list(cloned_head)
```

```
original linked list:
(1, 3) -> (2, 1) -> (3, None) -> (4, 2) -> None

Cloned linked list:
(1, 3) -> (2, 1) -> (3, None) -> (4, 2) -> None

...Program finished with exit code 0

Press ENTER to exit console.
```