

## Code:

```
#include <stdio.h>

#include <stdlib.h>

struct Node {

    int data;

    struct Node *next;

};

struct Node* createNode(int data) {

    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));

    newNode->data = data;

    newNode->next = NULL;

    return newNode;

}

struct Node* findIntersection(struct Node* list1, struct Node* list2) {

    while (list1) {

        struct Node* temp = list2;

        while (temp) {

            if (list1 == temp)

                return list1;

            temp = temp->next;

        }

        list1 = list1->next;

    }

    return NULL;

}

int main() {

    struct Node* head1 = createNode(1);

    head1->next = createNode(2);

    head1->next->next = createNode(3);

    head1->next->next->next = createNode(4);

    head1->next->next->next->next = createNode(5);
```

```
struct Node* head2 = createNode(9);  
head2->next = head1->next->next->next; // intersect at node 4  
struct Node* inter = findIntersection(head1, head2);  
if (inter)  
    printf("Intersection at node with data: %d\n", inter->data);  
else  
    printf("No intersection found.\n");  
return 0;  
}
```

## OUTPUT:

Output
▲ Intersection at node with data: 4