

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);

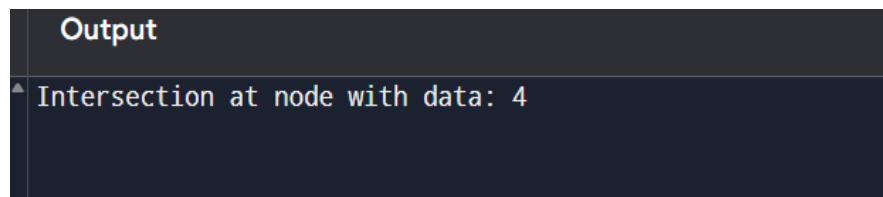
else

    printf("No intersection found.\n");

return 0;

}
```

OUTPUT:



The screenshot shows a terminal window with a dark background and light-colored text. The title bar is labeled "Output". The main area contains a single line of text: "Intersection at node with data: 4".

```
Output
▼ Intersection at node with data: 4
```