

LeetCode

206 – Reverse a linked list:

Problem List | Description | Accepted | Editorial | Solutions | Solved

206. Reverse Linked List

Solved

Easy Topics Companies

Given the `head` of a singly linked list, reverse the list, and return *the reversed list*.

Example 1:

Input: head = [1,2,3,4,5]
Output: [5,4,3,2,1]

Problem List | Description | Accepted | Editorial | Solutions | Submission

All Submissions

Accepted 28 / 28 testcases passed Time taken: 8 hrs 57 m 4 s Editorial Solution

Shreya... submitted at Jan 20, 2026 23:02

Runtime 0 ms Beats 100.00% Analyze Complexity

Memory 13.37 MB Beats 70.83% Analyze Complexity

C++ Auto

```
20     prev = curr;
21     curr = nextNode;
22
23     //left case will be handle by recursion
24     ListNode* recursionAns = reverseUsingRecursion(prev, curr);
25     return recursionAns;
26 }
27
28 ListNode* reverseList(ListNode* head) {
29     ListNode* prev = NULL;
```

Ln 43, Col 3

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input
head = [1,2,3,4,5]

Output
[5,4,3,2,1]

Expected

Code

C++ Auto

```

13 //base case
14     if(curr == NULL){
15         return prev;
16     }
17     ListNode* nextNode = curr->next;
18     curr->next = prev;
19     prev = curr;
20     curr = nextNode;
21
22     //left case will be handle by recursion
23     ListNode* recursionAns = reverseUsingRecursion(prev, curr);
24     return recursionAns;
25 }
26
27 ListNode* reverseList(ListNode* head) {
28     ListNode* prev = NULL;
29     ListNode* curr = head;
30
31     return reverseUsingRecursion(prev, curr);
32
33     // while(curr != NULL){
34     //     ListNode* nextNode = curr->next; // so that LL track can't be lost.
35     //     curr->next = prev;
36     //     prev = curr;
37     //     curr = nextNode;
38     // }
39     // head = prev; //updating head '
40     // return prev;
41 }
```

Saved Ln 43, Col 3

Testcase | Test Result

142. Linked List Cycle II:

Problem List < > ✎

Description | Editorial | Solutions | Submissions

142. Linked List Cycle II

Medium Topics Companies

Given the `head` of a linked list, return *the node where the cycle begins*. If there is no cycle, return `null`.

There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the `next` pointer. Internally, `pos` is used to denote the index of the node that tail's `next` pointer is connected to (**0-indexed**). It is `-1` if there is no cycle. **Note that `pos` is not passed as a parameter.**

Do not modify the linked list.

Example 1:

Input: `head = [3,2,0,-4], pos = 1`
Output: tail connects to node index 1

15K 250 143 Online

Code

```

C++ v Auto
1 * };
2 */
3 class Solution {
4 public:
5     ListNode *detectCycle(ListNode *head) {
6         ListNode* slow = head; //take 1 step at a time
7         ListNode* fast = head; //take 2 steps
8         ListNode* pos = head;
9         while(fast != NULL && fast->next != NULL){
10             slow = slow->next;
11             fast = fast->next->next;
12
13             if(fast == slow)
14             {
15                 while(slow != NULL && slow->next != NULL)
16                 {
17
18                     if(pos == slow){
19                         return pos;
20                     }
21
22                     slow = slow->next;
23                     pos = pos->next;
24                 }
25             }
26         }
27         return NULL;
28     }
29 }
30
31
32
33
34
35

```

Saved Ln 33, Col 6

https://leetcode.com/problems/linked-list-cycle-ii/

Problem List Chat

Description Editorial Solutions Submissions

142. Linked List Cycle II

Medium Topics Companies

Given the `head` of a linked list, return *the node where the cycle begins*. If there is no cycle, return `null`.

There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the `next` pointer. Internally, `pos` is used to denote the index of the node that tail's `next` pointer is connected to (`0-indexed`). It is `-1` if there is no cycle. Note that `pos` is not passed as a parameter.

Do not modify the linked list.

Example 1:

Input: head = [3,2,0,-4], pos = 1
Output: tail connects to node index 1

15K 250 150 Online

Code

```

C++ v Auto
1 * };
2 */
3 class Solution {
4 public:
5     ListNode *detectCycle(ListNode *head) {
6         ListNode* slow = head; //take 1 step at a time
7         ListNode* fast = head; //take 2 steps
8         ListNode* pos = head;
9         while(fast != NULL && fast->next != NULL){
10             slow = slow->next;
11             fast = fast->next->next;
12
13             if(fast == slow)
14             {
15                 while(slow != NULL && slow->next != NULL)
16                 {
17
18                     if(pos == slow){
19                         return pos;
20                     }
21
22                     slow = slow->next;
23                     pos = pos->next;
24                 }
25             }
26         }
27         return NULL;
28     }
29 }
30
31
32
33
34
35

```

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

```
head = [3,2,0,-4]
```

pos = 1

Output

```
tail connects to node index 1
```

Problem List Chat

Description Accepted Editorial Solutions Submission

All Submissions

Accepted 18 / 18 testcases passed Shreyas... submitted at Jan 20, 2026 23:15

Runtime 3 ms Beats 98.27% Analyze Complexity

Memory 11.42 MB Beats 23.63%

Code C++

```

C++ v Auto
1 * };
2 */
3 class Solution {
4 public:
5     ListNode *detectCycle(ListNode *head) {
6         ListNode* slow = head; //take 1 step at a time
7         ListNode* fast = head; //take 2 steps
8         ListNode* pos = head;
9         while(fast != NULL && fast->next != NULL){
10             slow = slow->next;
11             fast = fast->next->next;
12
13             if(fast == slow)
14             {
15                 while(slow != NULL && slow->next != NULL)
16                 {
17
18                     if(pos == slow){
19                         return pos;
20                     }
21
22                     slow = slow->next;
23                     pos = pos->next;
24                 }
25             }
26         }
27         return NULL;
28     }
29 }
30
31
32
33
34
35

```

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

```
head = [3,2,0,-4]
```

pos = 1

Output

