Write a program to find the node at which the intersection of two singly linked lists begins.

For example, the following two linked lists:

[](https://assets.leetcode.com/uploads/2018/12/13/160_statement.png)

begin to intersect at node c1.

**Example 1:**

[](https://assets.leetcode.com/uploads/2018/12/13/160_example_1.png)

**Input:** intersectVal = 8, listA = [4,1,8,4,5], listB = [5,0,1,8,4,5], skipA = 2, skipB = 3

**Output:** Reference of the node with value = 8

**Input Explanation:** The intersected node's value is 8 (note that this must not be 0 if the two lists intersect). From the head of A, it reads as [4,1,8,4,5]. From the head of B, it reads as [5,0,1,8,4,5]. There are 2 nodes before the intersected node in A; There are 3 nodes before the intersected node in B.

**Example 2:**

[](https://assets.leetcode.com/uploads/2018/12/13/160_example_2.png)

**Input:** intersectVal = 2, listA = [0,9,1,2,4], listB = [3,2,4], skipA = 3, skipB = 1

**Output:** Reference of the node with value = 2

**Input Explanation:** The intersected node's value is 2 (note that this must not be 0 if the two lists intersect). From the head of A, it reads as [0,9,1,2,4]. From the head of B, it reads as [3,2,4]. There are 3 nodes before the intersected node in A; There are 1 node before the intersected node in B.

**Example 3:**

[](https://assets.leetcode.com/uploads/2018/12/13/160_example_3.png)

**Input:** intersectVal = 0, listA = [2,6,4], listB = [1,5], skipA = 3, skipB = 2

**Output:** null

**Input Explanation:** From the head of A, it reads as [2,6,4]. From the head of B, it reads as [1,5]. Since the two lists do not intersect, intersectVal must be 0, while skipA and skipB can be arbitrary values.

**Explanation:** The two lists do not intersect, so return null.

**Notes:**

* If the two linked lists have no intersection at all, return null.
* The linked lists must retain their original structure after the function returns.
* You may assume there are no cycles anywhere in the entire linked structure.
* Your code should preferably run in O(n) time and use only O(1) memory.

Accepted