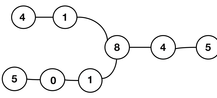
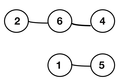
相交链表

编写一个程序，找到两个单链表相交的起始节点。
如下面的两个链表：

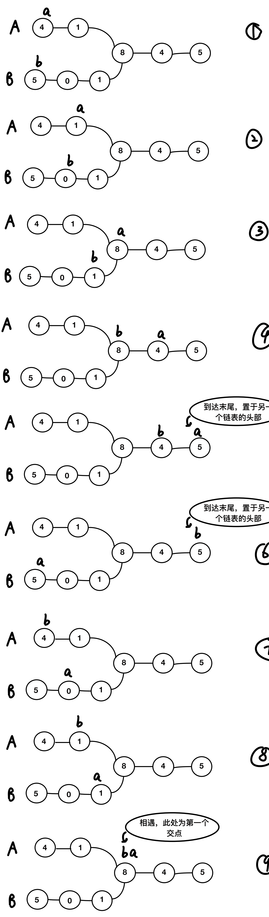


相交节点的值为 8



两链表不相交，返回null

双指针，分别指向两个链表的表头，并且同时移动，当移动到尾部时，置于另一个链表的表头，直到二者相遇



额外内容：为什么 节点前进的条件 不能为

```
if a.next != nil {
    a = a.Next
}else {
    a = headB
}
```

注：循环条件为

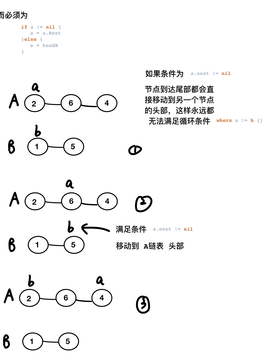
```
where a != b {}
```

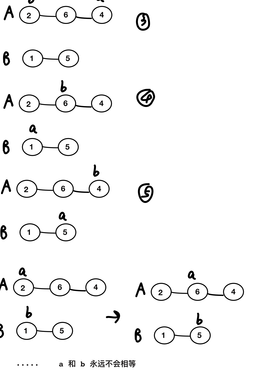
而必须为

```
if a != nil {
    a = a.Next
}else {
    a = headB
}
```

如果条件为 `a.next != nil`

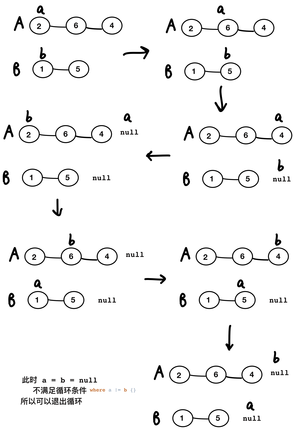
节点到达尾部都会直接移动到另一个节点的头部，这样永远都无法满足循环条件 `where a != b {}`





`.....` a 和 b 永远不会相等

但当条件为 `a != nil` 时



此时 a = b = null
不满足循环条件 `where a != b {}`
所以可以退出循环

结束