```cpp
class Solution {
public:
    ListNode* getIntersectionNode(ListNode* headA, ListNode* headB) {

        ListNode* tempA = headA;
        ListNode* tempB = headB;
        while (tempA != tempB) {
            if (tempA == nullptr) {
                tempA = headB;
            } else {
                tempA = tempA→next;
            }

            if (tempB== nullptr) {
                tempB = headA;
            } else {
                tempB = tempB→next;
            }
        }
        return tempB;
    }
};
```