Another way to create a Node

A B

```
typedef struct NodeObj * Node;
```

```
typedef struct NodeObj {
    int data;
    Node next;
} NodeObj;
```

A

B

Note:

- in C and C++

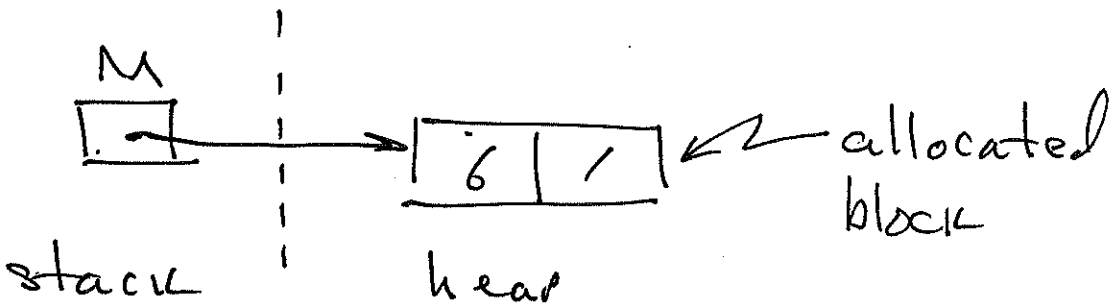
(*N).data same as N->data

member selection

Pointer dereference (value-at)

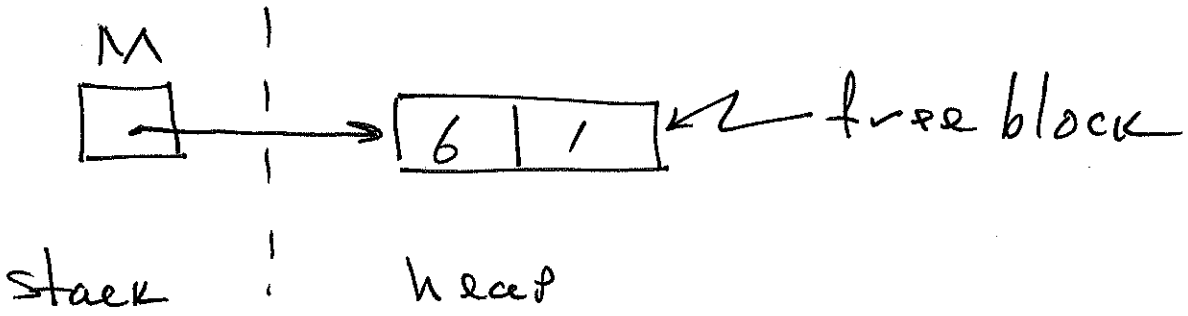
after:

Node M = newNode(6);

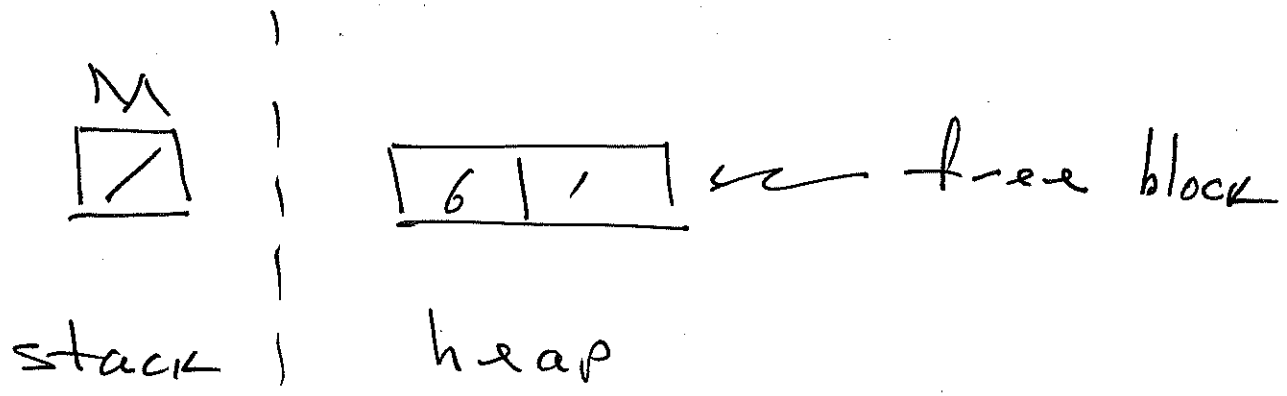


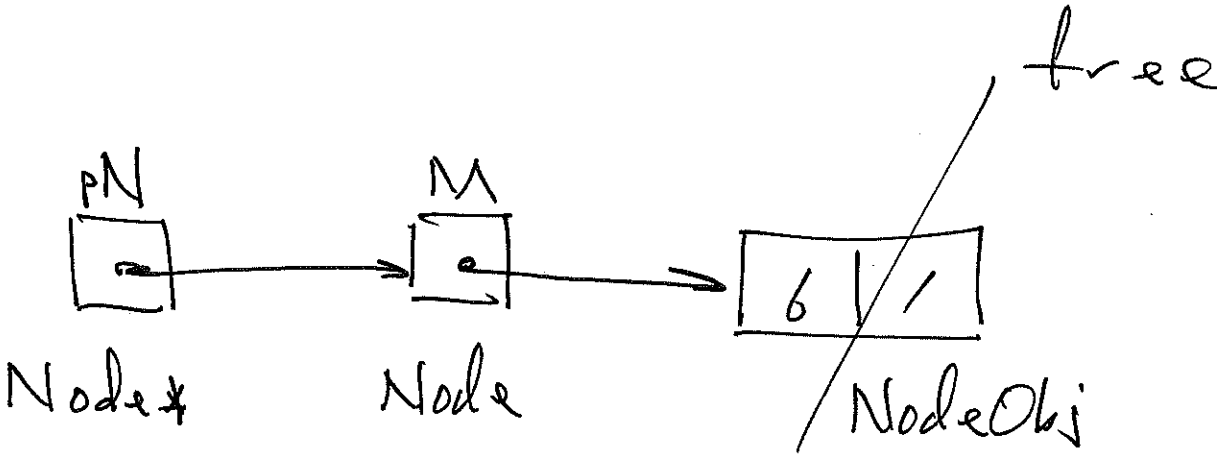
if we do

free(M);

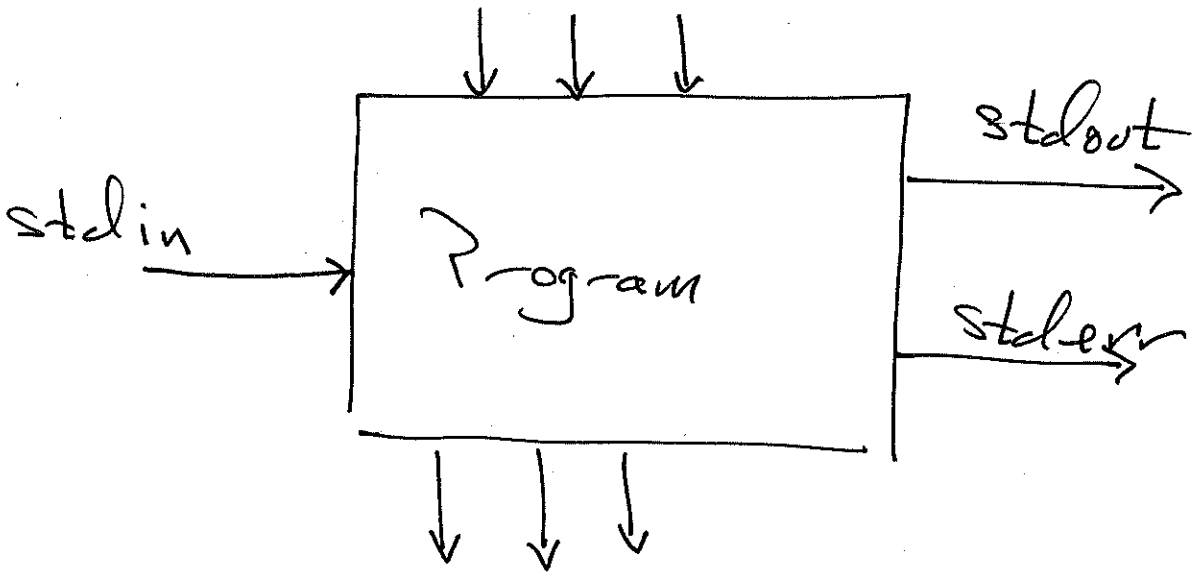


instead freeNode(&M);

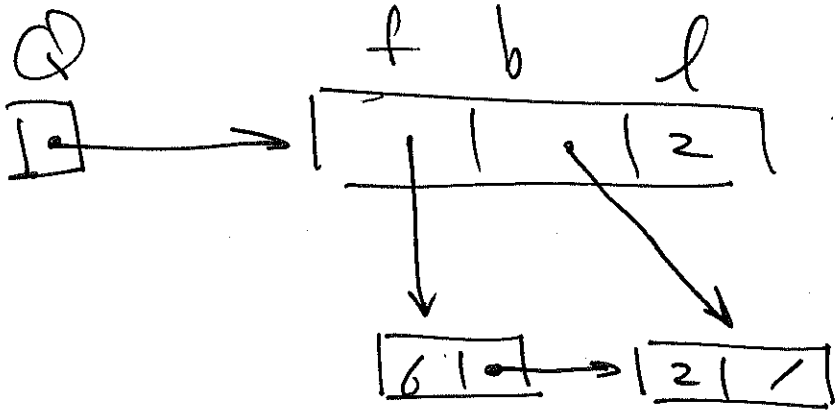




streams:



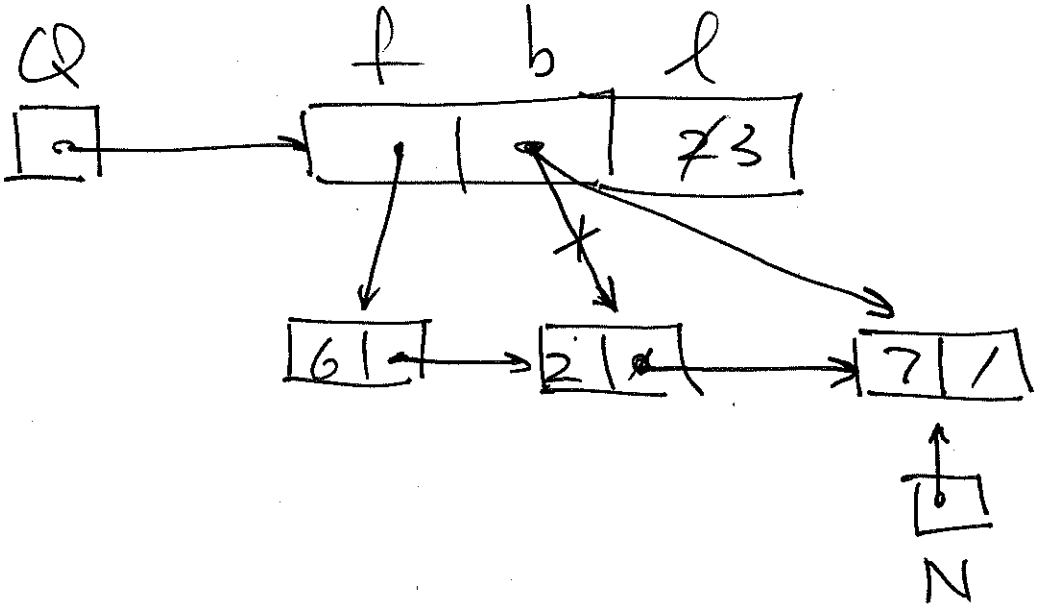
inside view



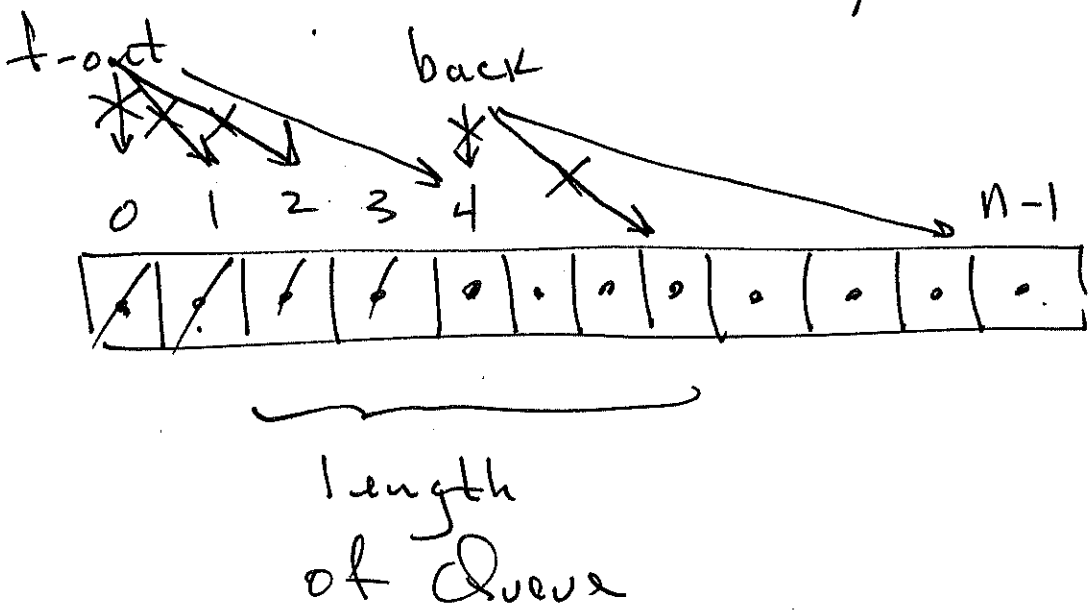
client view

Enqueue(7): (6, 2) ⇝ (6, 2, 7)

inside view



Queue as an array



index arithmetic is %n