cse 101 - 02 4-6-23

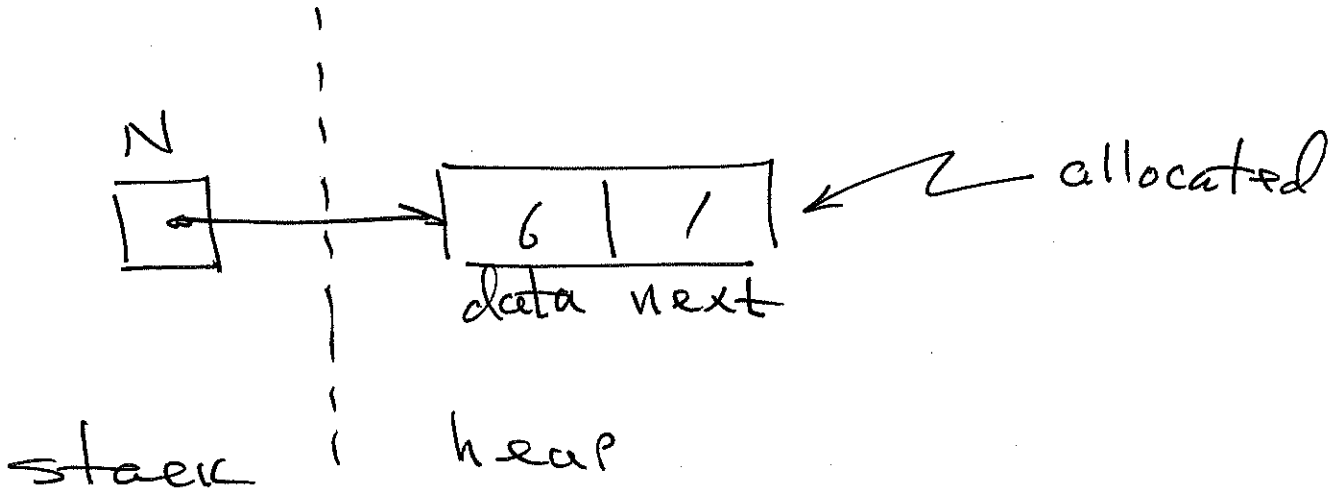
Part : ext. 1 day

Another way to create Node type.

typedef struct NodeObj * Node;
A B

typedef struct NodeObj {
    int data;
    Node next;
} NodeObj;
A
B

```
N = malloc(sizeof(NodeObj));
```




```
N->data = 6;
N->next = NULL;
```

note: in C and C++

```
(*N).data = 6
```

same as `N->data=6`

member selection

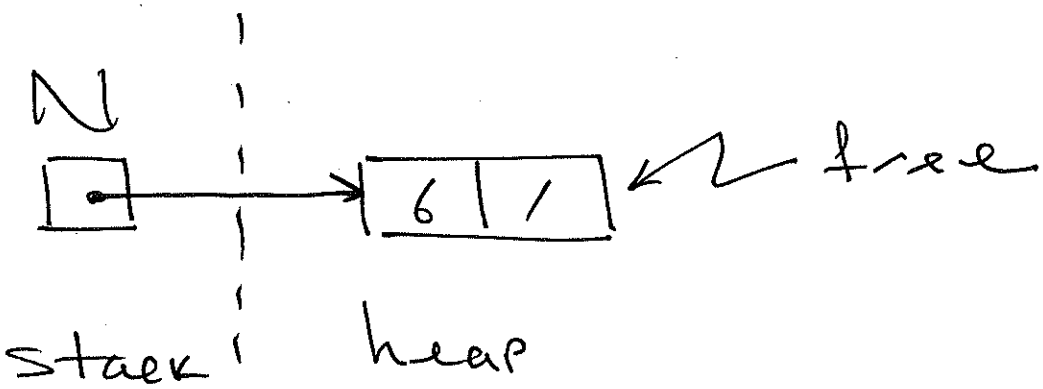
Pointer dereference

Value-at.

If we do

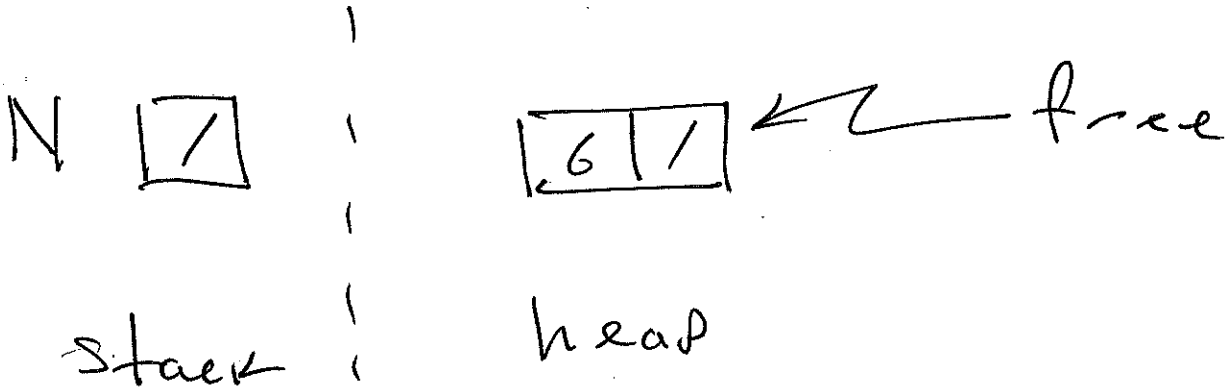
```
free(N);
```

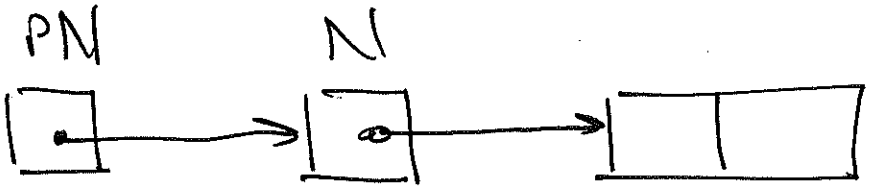
we have:



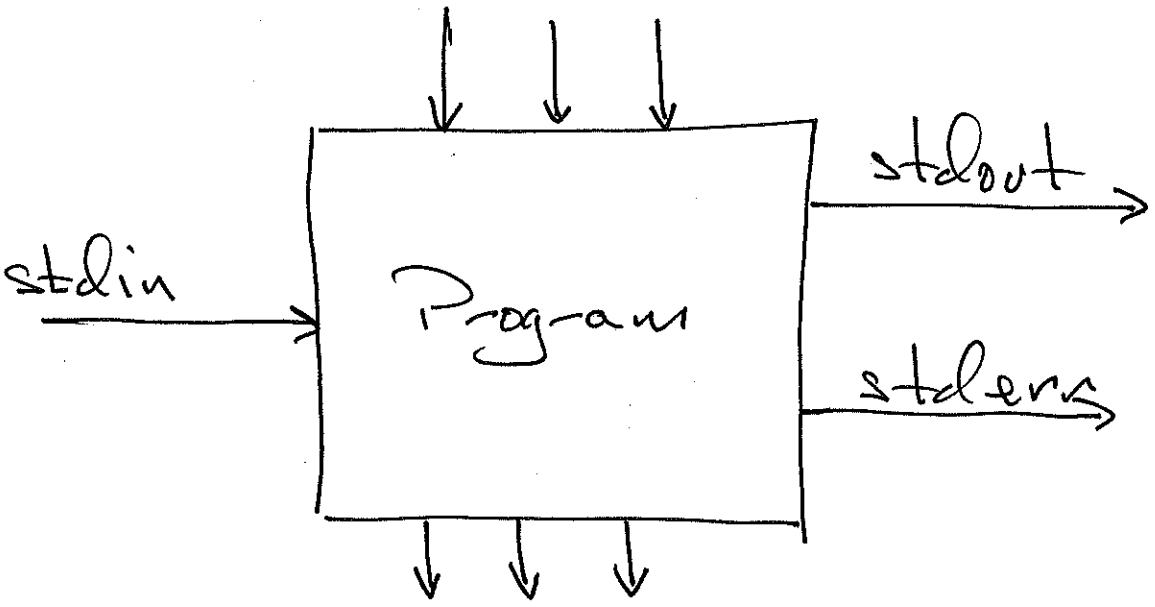
instead

```
freeNode(&N);
```





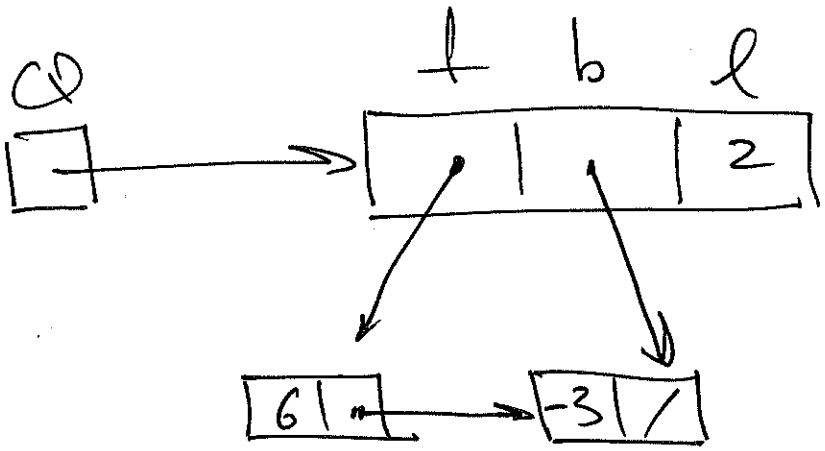
streams:




```
Printf("happy\n"); // stdout
fprintf(stderr, "sad\n"); // stderr
```

client view : (6, -3)

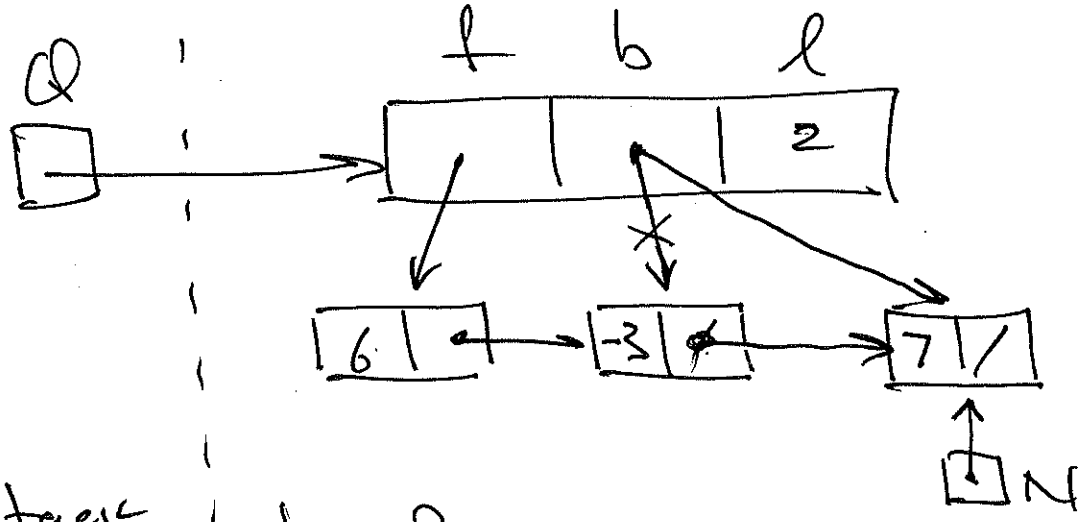
inside view :



Enqueue(Q, 7);

client view : (6, -3, 7)

inside view :



List ADT Pal:

client view: (2 1 3 5)
0 1 2 3

inside view