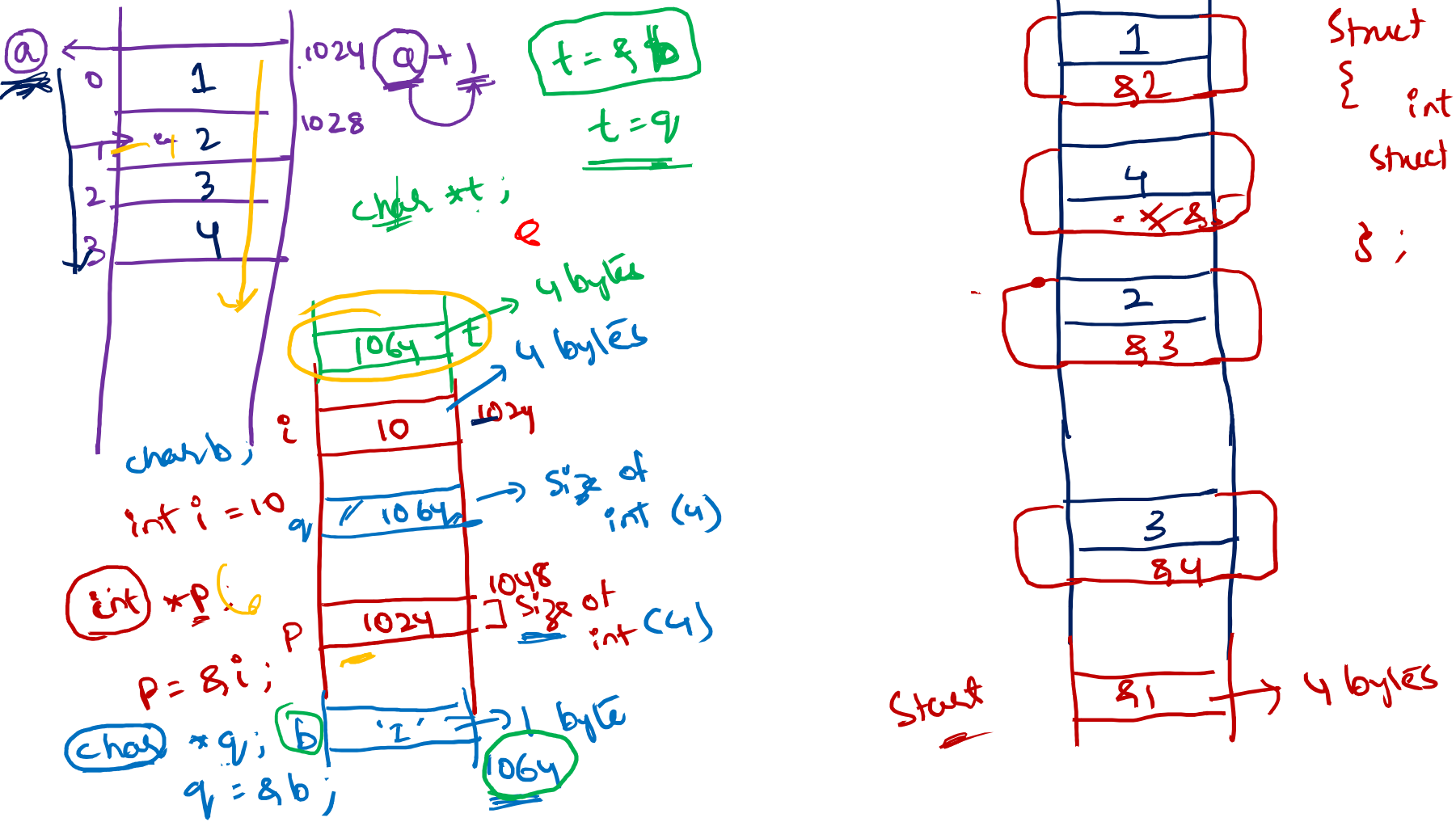
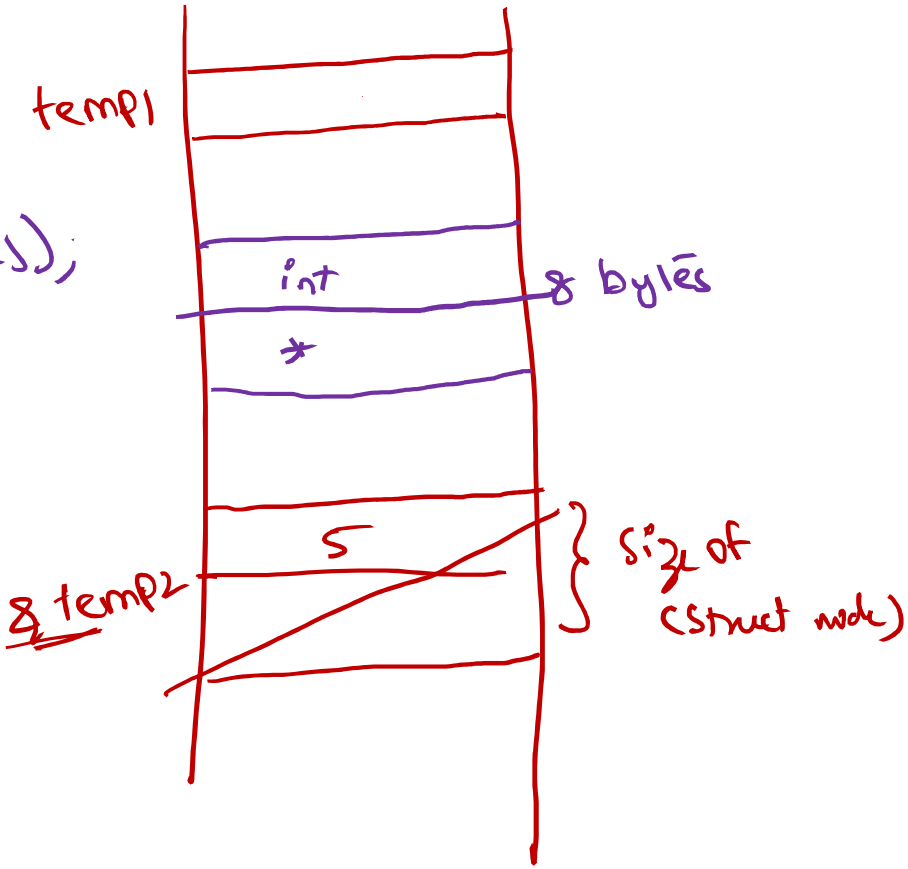

a
0
1
1024
1028
2
3
4
a+1
t = &b
t = q
char *t;
q
4 bytes
1064
t
4 bytes
10
1024
i
char b;
int i = 10
q
1064
size of int (4)
int *p;
1048
size of int (4)
p
1024
p = &i;
char *q;
b
'1'
1 byte
1064
q = &b;

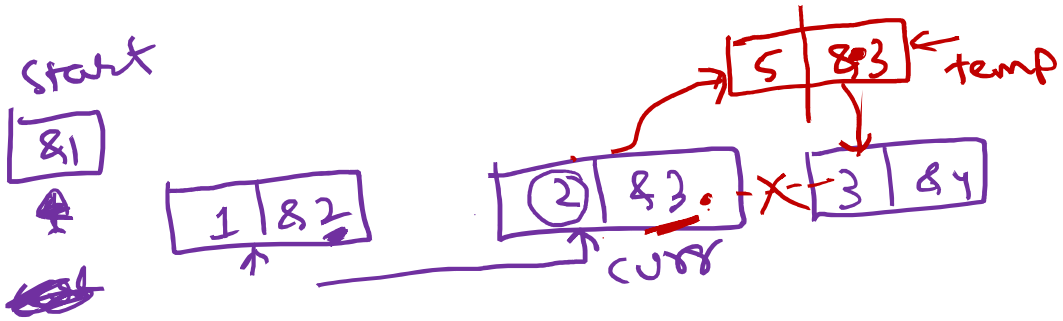
1
&2
4
&3
2
&3
3
&4
&1
4 bytes
Start
Struct node
{ int data;
struct node* next;
};

```
insert ( )
{
    struct node *temp1;
    struct node temp2;

    temp1 = (struct node *) malloc(sizeof(struct node));

}
```





curr = curr → next ;

curr &1 &2

struct node *curr ;

curr = start ;

struct node * temp ;

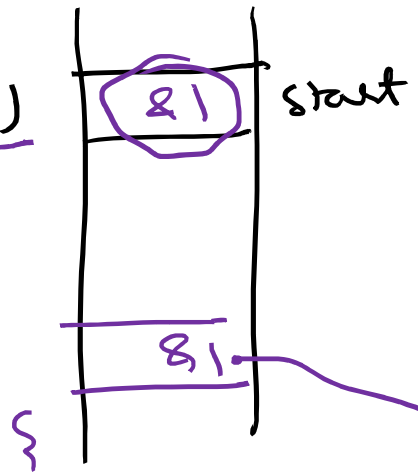
→ temp = (struct node*)malloc (sizeof (struct node)) ;

temp → data = 5 ;

temp → next = curr → next ;

curr → next = temp ;

main()
{
Struct = insert (start)
temp



Struct node * insert (Struct node * temp)
{

return temp
}