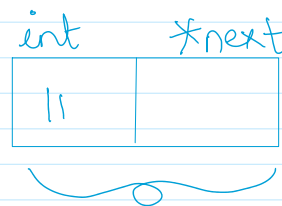


```

struct node {
    int data;
    struct node *next;
};
    
```



```

int num = 10;
int *pte = &num;
    
```

```

char ch = 'A';
char *c_pte = &ch;
    
```

```

float fvar = 1.2f;
float *f_pte = &fvar;
    
```

struct test {

int a;

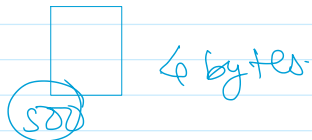
char b;

→ self represential
structure.

struct test *pte;
};

Structure which has a pointer
field of its own type.

heap



int *pte = (int*) malloc (sizeof (int));

← 500

struct node . *pte = (struct node*) malloc (sizeof (struct node));

← 700

heap

