//in constants.h
struct data{
    char a;
    struct data *pnext=0;
}

//in memorymanager.cpp
data *list_data=0;

char

data *pnext

list_data

0x0

located at address
0x035

0x0

//create a pointer to
//iterate over list
data *piter=0;

//to set to second
//item in list
If(list_data)
 piter = list_data->pnext
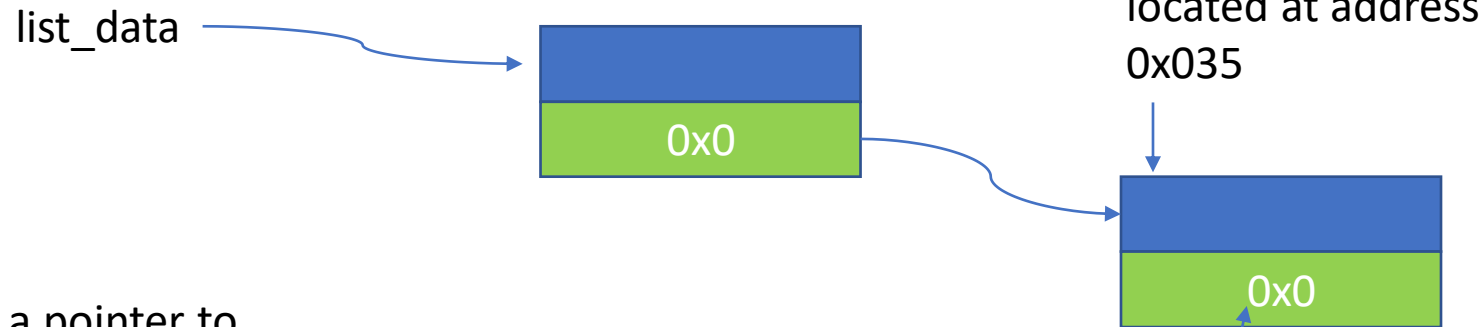
0x0 means there are no other
data structs in list