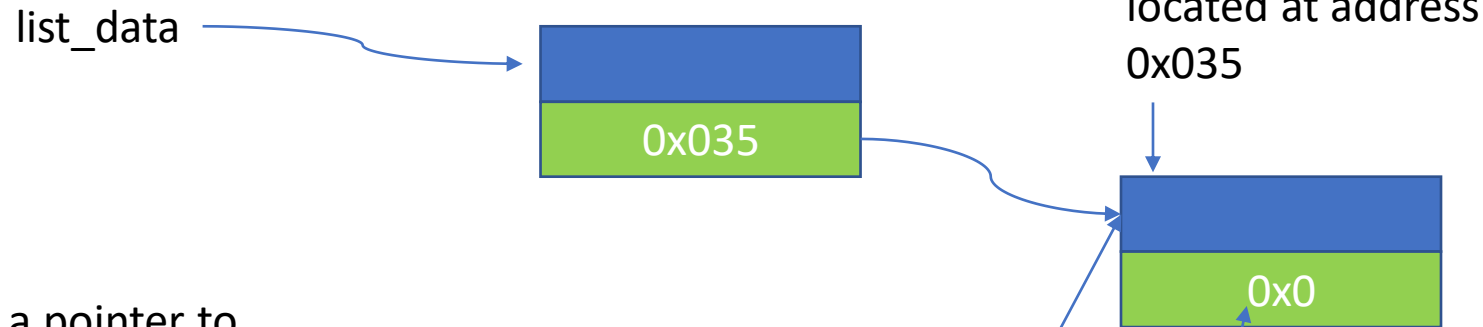


```
//in constants.h
struct data{
    char a;
    struct data *pNext=0;
}
```



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



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

```
//to access the second
//item in list
if(list_data)
    piter = list_data->pnext
```

When statement executed
piter points here

0x0 means there are no other
data structs in list