

	class Node
	\$
	int data;
class Dual {	Node next;
node head 1,	Node (int item)
node head?	(dota = ifem
] 3	next = NULL
	<u>3</u> ;
public class LLE	
public stolic void moin (Stry orgs []))
ϕ	
Dual list = new Dual();	
list head = new Node (5);	
list head 1. next = new Node	(10);
[list-hedi]	
Printlist ((list) j	
PrintList 1 (list);	od 1 = null
list head 2 = new Node (5);	
list head? next = new Node	(10);
[list-head2]	
PointList(list);	the machable for 9 x 5
PrintList(list); & "free ever	G= ()
7 7 7	
Printlist (Ond 11)	Printlist 2 (Dud 11)
[II. hall] [II.	head if E CII. head
Node head = 11 . head I	Node head = 11. head 2.
(node)	U = 12 - pull
1:1 1 1 1 1 1 1 1 1 1	When I I I I I I I I I I I I I I I I I I I
¿ print (node dota);	¿ print (node dota);
riode = rode · virt ;	riode = rode · net;
y of Cu	E print (node: dota); rode = node · net; had! 82402 [0]
7 .	71,*

(new 1/ load

	Ret sct Use	<u>Vav Set</u> use
$x = new$ $x = y$ $x = y \cdot f$	(∀0 ∈ f(y) v[=(0,f)])v	*
x.4 = y		<u>y</u>
	det P(n)	det x
nl = new n= y		
n= y·f		X
x·+ = y		ot completz
Live V =	(Live v - def v) U usev	
	Live's - defo) U use. 1 - defo) Uuseo X2	
<u>01.</u> How to	deal with for loops with ar	allocation site
When starting	with Ref Set = 10 and a	dd a reference using
	example, mapping done to match	
	ist)	Context sensitive Is fixed

If we incorporate context - sensitive, mapping is no longer needed
Context - sensitive or Context - insensitive.
03 Try an example with incorporated allocs, it statements & loops
Tried context insensitive for func with allow in them Not sure how to deal with mapping, thus idea Scrapped
Problems: (i) Check det for Ret set on examples (ii) Incorporate if & for loops
$x \to \{02, 03\} (02, f) \to \{06\} (03, f) \to \{06, 09\}$ $x \to = \text{new ()} \qquad // 04$ $x \to \{02, 03\} (02, f) \to \{06, 04\} (03, f) \to \{08, 09, 04\}$
We create one - one mapping for parameters
$t = new()$ $11 \cdot h2 = t$

