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1. True, Node is a struct and Head is also a struct so they both have the same size
2. False, the return value is stored in an integer not related to the linked list
3. True, this is because next holds an address so it will hold the address of second
4. False, malloc(sizeof(Node)) returns a struct pointer and age is an integer that isn’t a pointer
5. True, when the loop iterates for the first time, the value of h, will be passed into temp
6. True, free(temp) frees whatever struct pointer is being held in temp
7. True, the address of third is going to be held in the next\* from second
8. False, this code would not be valid. The correct format would be Node\* head = malloc(sizeof(Node));
9. False, head, second, third were all freed in the check\_list function
10. False, this is because you then wouldn’t be able to move between the lists and you’d get stuck at the head stuct
11. False, freeing current would mean that we would be unable to access the next struct in the list