```c
#include <stdio.h>
#include <stdlib.h>

struct list {
    int data;
    struct list *next;
};

int main() {
    struct list *cursor;
    struct list *a;
    struct list *b;
    struct list *c;

    a = (struct list*)malloc(sizeof(struct list));
    b = (struct list*)malloc(sizeof(struct list));
    c = (struct list*)malloc(sizeof(struct list));

    a->data = 'a';
    a->next = NULL;

    b->data = 'b';
    b->next = c;

    c->data = 'c';
    c->next = NULL;

    cursor = b;

    printf("cursor is at : %c\n", cursor->data);
    printf("cursor addr is : %p\n", cursor);
    printf("cursor->next addr is : %p\n", cursor->next);

    cursor = a;

    printf("cursor is at : %c\n", cursor->data);
    printf("cursor addr is : %p\n", cursor);
    printf("cursor->next addr is : %p\n", cursor->next);

    a->next = b;

    printf("cursor is at : %c\n", cursor->data);
    printf("cursor addr is : %p\n", cursor);
    printf("cursor->next addr is : %p\n", cursor->next);
```