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

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

int main() {

    struct list *cursor;

    cursor = (struct list*)malloc(sizeof(struct list));

    cursor->data = 'b';
    cursor->next = (struct list*)malloc(sizeof(struct
     list));

    struct list *tmp = cusor->next;
    tmp->data = 'c';
    tmp->next = NULL;

    struct list *a = (struct list*)malloc(sizeof(struct
     list));
    a.data = 'a';

    // correct
    a->next = cursor;
    cursor = a;

    // incorrect
    cursor = a;
    a->next = cursor;

    return 0;
}
```