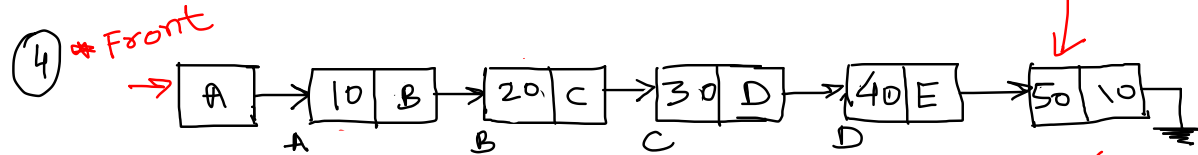
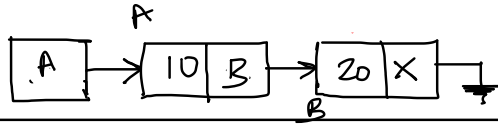
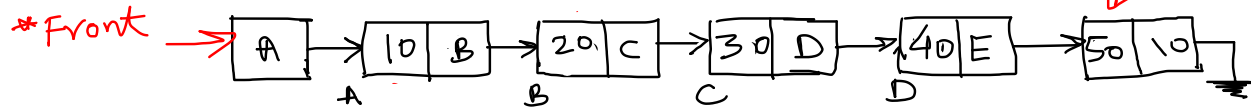


\* new



change names for F and R



```

if (*R == Null) // first node.
    R = F = new;
else {
    F -> next = new;
    new -> next = Null;
    F = new;
}

```