

```

#include <stdlib.h>
struct Node {
    int value;
    struct Node* next;
};

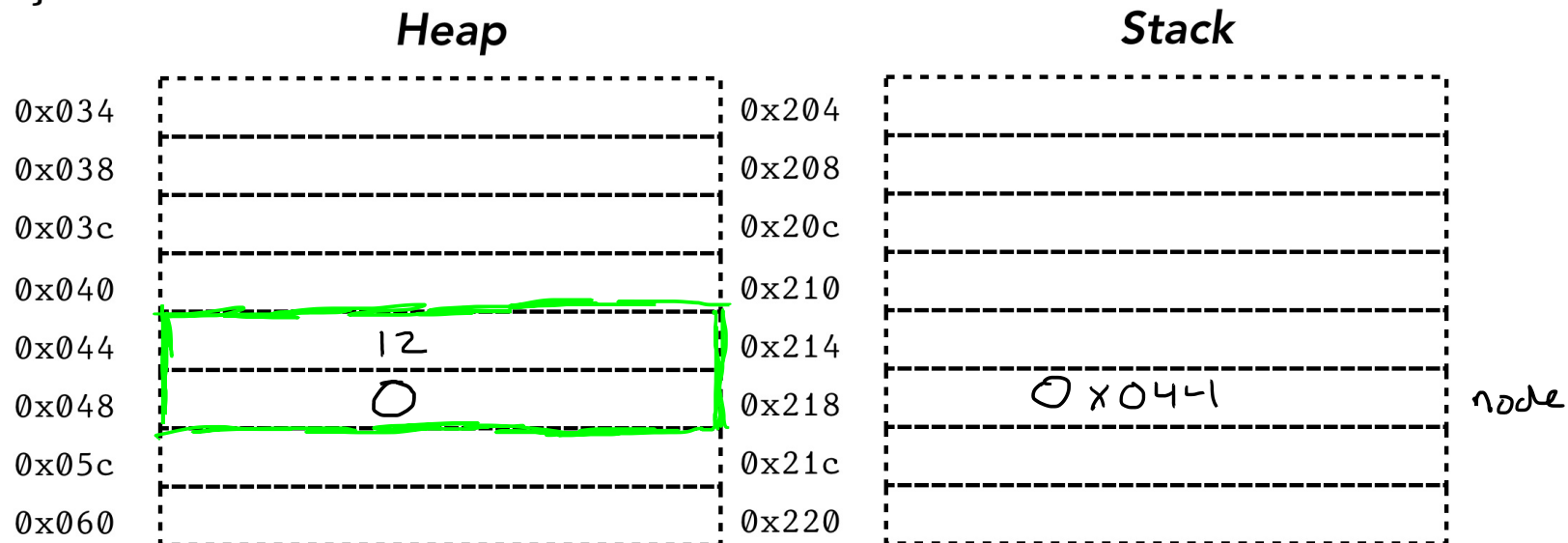
int main() {
    → struct Node* node = malloc(sizeof(struct Node));
    → node->value = 12;
    → node->next = NULL;
    return 0;
}

```

4 bytes →
 + 4 bytes →
 8 bytes

How many bytes needed for struct Node?

A: 4
 B: 8
 C: 12
 D: 16



```

struct BSTNode {
    char* value;
    struct BSTNode* left;
    struct BSTNode* right;
}

```

What offset for the right field in bst → right?

A: 4
 B: 8
 C: 12
 D: 16

