(1)Overview

- Quick recap exercise
- Finish up array doubling
  - Generalize idea of returning dynamic arrays
- Pointers to strructs

(2) Pointers to Structs pt. 0

Pointer variable is desribed by the type that it points to:

```
int * aptr;
```

data_type * pointer_name;

So far only used with fundamental type (int, double, string)

We can declare pointers to user-defined types.

e.g. struct:

```
struct Student{
    string name;
    int age;
};


int main(){
    Student s0, s1;
...
}
```

(3) Pointers to Structs pt. 1

```
//What if we want to dynamically allocate a struct instance?
Student *s0;
s0 = new Student;

// OR in one line:
```

Now let's create a list of students, by placing each student in a dynamically allocated "node".

See next page:

(4) Pointers to Structs pt. 2

```
struct Student{
    string name;
    int age;
    Student * next; //!!!
};
int main(){

    Student * s0, * s1;



    return 0;
}
```