

q → name	0x8048500	
q.x	0x8048501	⇒ 15 (value)
q.y	0x8048502	⇒ 20 (value)



@ setname(q, "origin"); p → name is reallocated, then

q → name	0x804a008	(new memory address)
	↓ points to	
	0x8050000	⇒ "origin" (value)

@ r = malloc(sizeof(struct point));

r	0x804a018	
	↓ points to	
	struct point	
	name	0x8048600
	x	0x8048601 ⇒ 25 (value)
	y	0x8048601 ⇒ 30 (value)

@ setname(r, "trans");

		(new address)
r	0x804a018	name 0x804a019
↓ points to		↓ points to
	Struct point	
	0x8048600	0x8050001 ⇒ "trans" (value)