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| **ACTIES OP HET SCHERM** | **VOICE-OVER** | **DUUR** |
|  | Combining user defined types and pointers allows us to build new data structures. We will build a binary tree by way of illustration. |  |
| 1. Show node\_mod.f90 | 1. Show real data. 2. Show pointers to left and right child. 3. Explain default value null() 4. Explain new() 5. Explain get\_left() 6. Explain set\_left() 7. Explain finalize() |  |
| 1. Show tree\_test.f90 | 1. Show declaration of root 2. Show call to init\_random() 3. Show call to leaf\_distance() |  |
| 1. Show node\_mod.f90 | 1. Explain init\_random() 2. Explain leaf\_distance() |  |
| 1. Compile application 2. Run application | 1. We can add a subroutine to accomplish this. It should of course be declared a public procedure. 2. Also the way the mean is not so nice, so a function to do that is a lot neater. |  |
|  | The combination of user defined types and pointers are very powerful tools to build sophisticated data structures such as for instance trees and graphs. |  |
| **TOTALE DUUR** | | *Maak je screencast niet langer dan ca. 6 minuten.* |