

HW7, Part 1 (Practice dynamic memory allocation)

→ logic error in `is_name_unique()`:

```
while( my_strcmp( (*(players + count)) -> name, name )  
&& count < num - player ) {  
    count ++;  
}
```

At the last player, if `my_strcmp()` return 1, count will be out of bound, which will make `my_strcmp()` crash at the next iteration

→ cannot `free()` or `realloc()` const ptr

→ cannot initialize a ptr with `{}`

→ process to use `realloc()`:

① Modify the original ptr → correct version (not efficient for memory but will be dealt with using `realloc()` later)

② `realloc()` to new location with efficient storage in terms of memory

→ `add-to-addr-list`:

• When add to front, reassign head using

`addr-list = block`

addr-list
seen as head

