
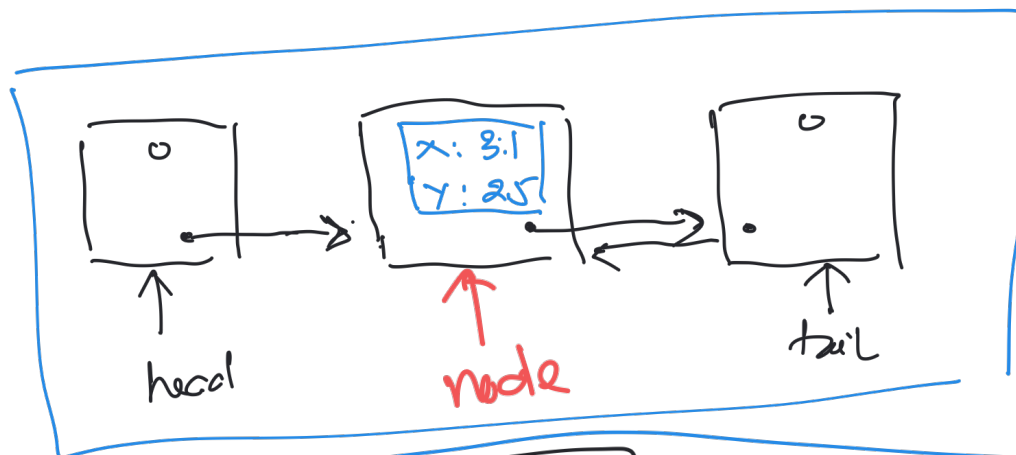
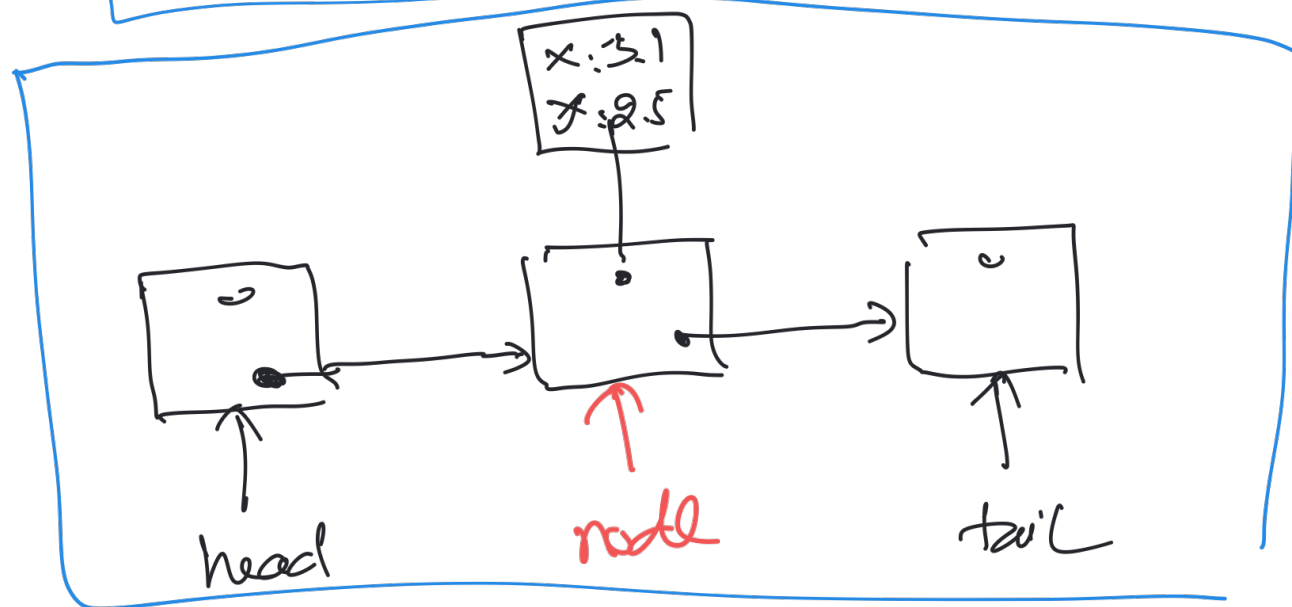


~~Iterator~~  $\rightarrow$   $\text{LinkedList} < \text{Point3D} > \text{list1};$   
 $\text{LinkedList} < \text{Point3D}^* > \text{list2};$  



Node stores  
pointer object

delete node;  
OK



node contains  
ptr to  
pointer

delete Node;  $\Rightarrow$   $\boxed{\begin{matrix} x: 3.1 \\ y: 2.5 \end{matrix}}$

NOT FREED

$\Rightarrow$  garbage

$\Rightarrow$  memory leaks