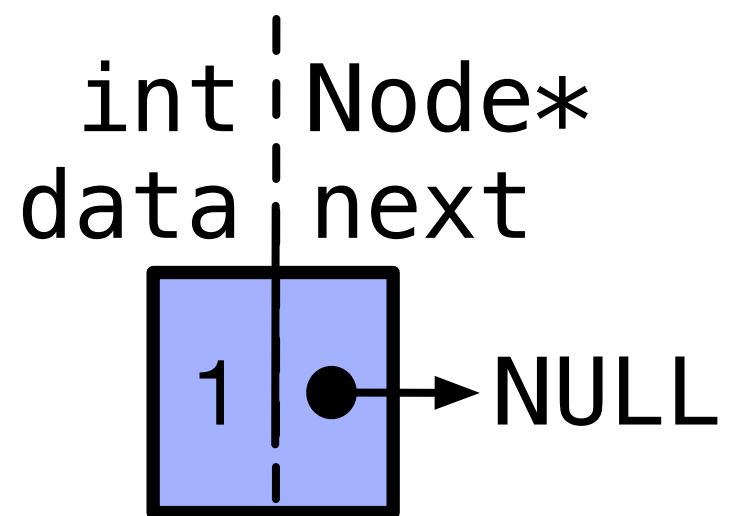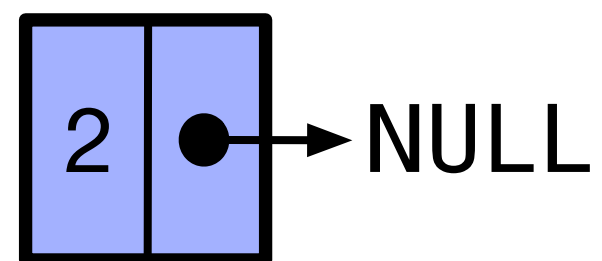```c
#include <stdio.h>
#include <stdlib.h>

typedef struct node {
  int data;
  struct node *next;
} Node;

int main(void) {
  Node nodeFirst;
  nodeFirst.data = 1;
  nodeFirst.next = NULL;

  Node nodeSecond;
  nodeSecond.data = 2;
  nodeSecond.next = NULL;

  nodeFirst.next = &nodeSecond;

  printf("%d", (*nodeFirst.next).data);

  return 0;
}
```
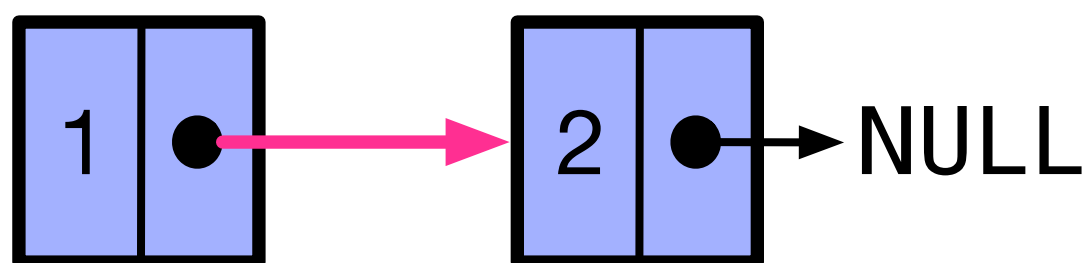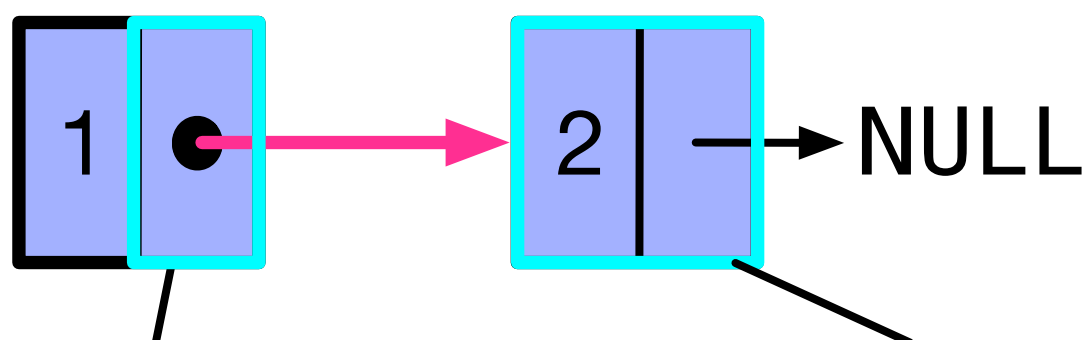
int Node*
data next

1 ● → NULL

2 ● → NULL

1 ● ──→ 2 ● → NULL

1 ● ──→ 2 │ → NULL

nodeFirst.next    (*nodeFirst.next)