

## C Revision

```
int x, y;  
char *c, *d, *e, *f;
```

```
x = y = 2;  
c = d = "abc";  
e = "xyz"; f = "xyz";
```

```
x++;  
*c = 'A';
```

{ 'A', 'b', 'c' } ✓

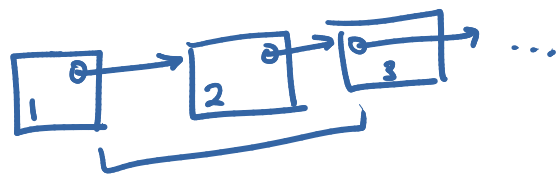
} First assignments ✓

} second assignments

(strdup?)

State of program memory

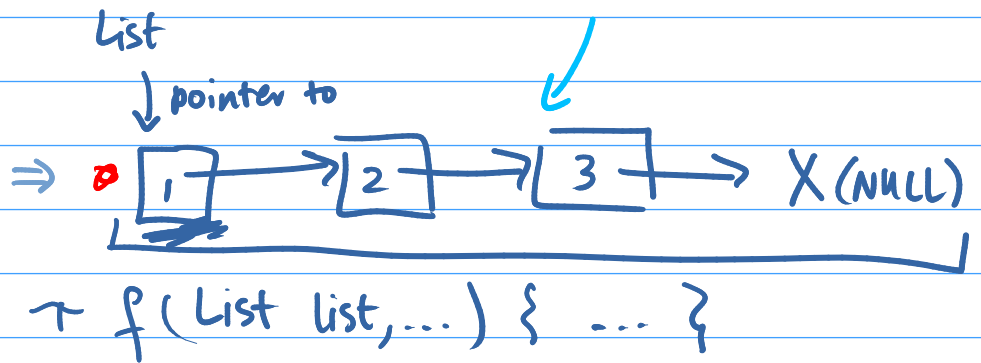
x	y	c	d	e	f
3	2	↓	↓	↓	↓
		"abc"	"abc"	"xyz"	"xyz"



## Linked List Revision

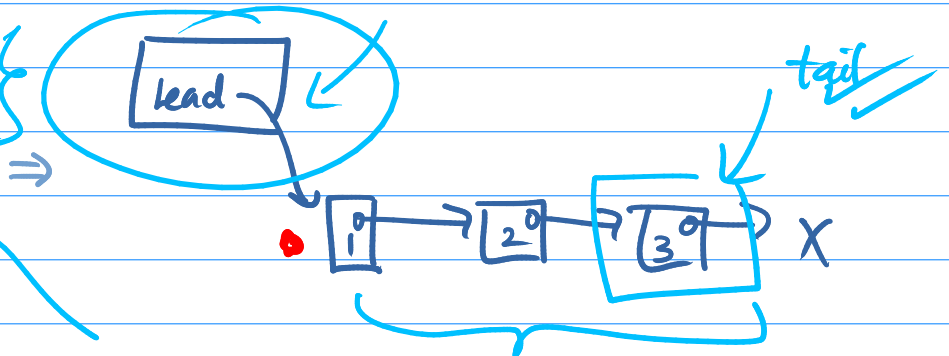
```
// Representation 1
struct node {
    int value;
    struct node *next;
};
```

```
typedef struct node *List;
```



```
// Representation 2
struct node {
    int value;
    struct node *next;
};
```

```
struct list {
    struct node *head;
};
typedef struct list *List;
```



Size? ✓✓

X