

end of 2nd code

Program:

```
#include <stdio.h>

#include <conio.h>

struct ref
{
    int data;
    char val;
    struct ref* link;
}

int main()
{
    struct ref object1; //link1
    object1.link = NULL;
    object1.data = 10;
    object1.val = 20;
    struct ref object2; //
    object2.link = NULL;
    object2.data = 30;
    object2.val = 40;
    object1.link = &object2;
    printf ("%d \n", object1.link -> data);
    printf ("%d \n", object1.link -> val);
    return 0;
}
```