```
1: // $Id: linknode.cpp, v 1.7 2016-04-19 19:26:30-07 - - $
 3: #include <iostream>
 4: using namespace std;
 6: struct node;
7: struct link {
8:
       node* next {};
9:
       node* prev {};
10: };
11: struct node: link {
       int value {};
13: };
14:
15: int main() {
16:
       node* nn = new node();
17:
       link* 11 = nn;
18:
       nn = static_cast<node*> (11);
       cout << "nn = " << nn << ", sizeof = " << sizeof (node) << endl;</pre>
19:
       cout << "ll = " << ll << ", sizeof = " << sizeof (link) << endl;</pre>
20:
21:
       char* p = new char;
       for (int i = 0; i < 8; ++i) {
22:
23:
          char* q = new char;
          cout << static_cast<void*> (q) << " " << q - p << endl;</pre>
24:
25:
          p = q;
26:
       }
27: }
28:
29: //TEST// linknode >linknode.out 2>&1
30: //TEST// mkpspdf linknode.ps linknode.cpp* linknode.out
31:
```

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## \$cmps109-wm/Assignments/asg3-listmap-templates/misc/linknode.cpp.log

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## \$cmps109-wm/Assignments/asg3-listmap-templates/misc/linknode.out

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1: nn = 0x1be0030, sizeof = 24 2: l1 = 0x1be0030, sizeof = 16 3: 0x1be0070 32 4: 0x1be0090 32 5: 0x1be00b0 32

6: 0x1be00d0 32 7: 0x1be00f0 32 8: 0x1be0110 32 9: 0x1be0130 32 10: 0x1be0150 32