

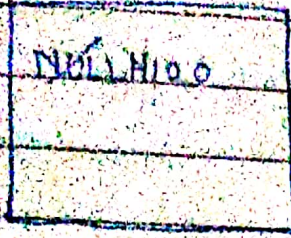
allocating 3 Nodes in heap

\* (struct Node)

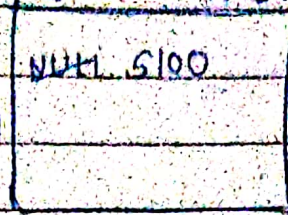
\* (struct Node)

\* (struct Node)

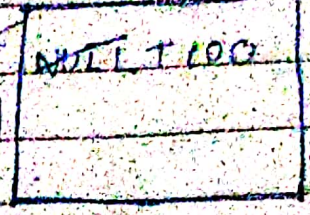
head



second



third



16 byte

16 byte

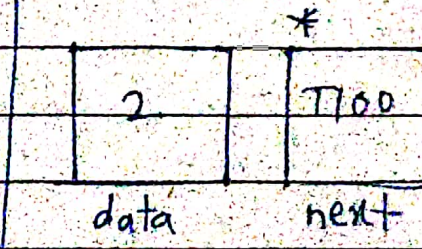
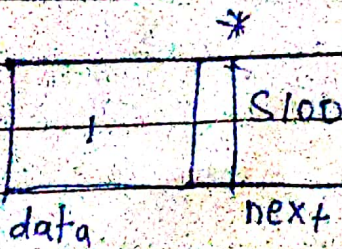
16 byte

(assuming Memory block of 16 byte)

\* (struct Node) 16 byte

\* (struct Node)

16 byte



head (H100)

second (S100)

\* (struct node)



third (T100) 16 byte

third