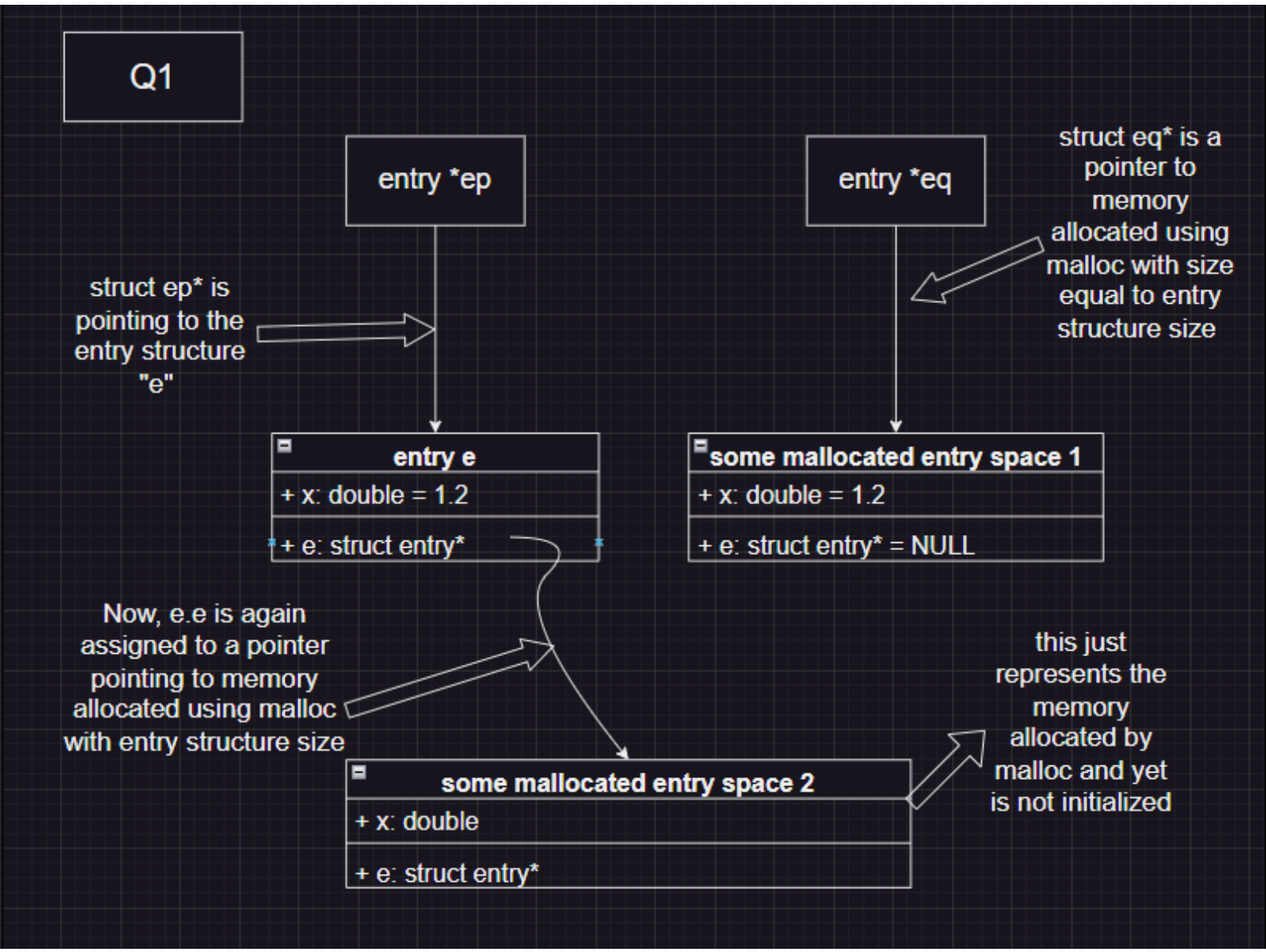
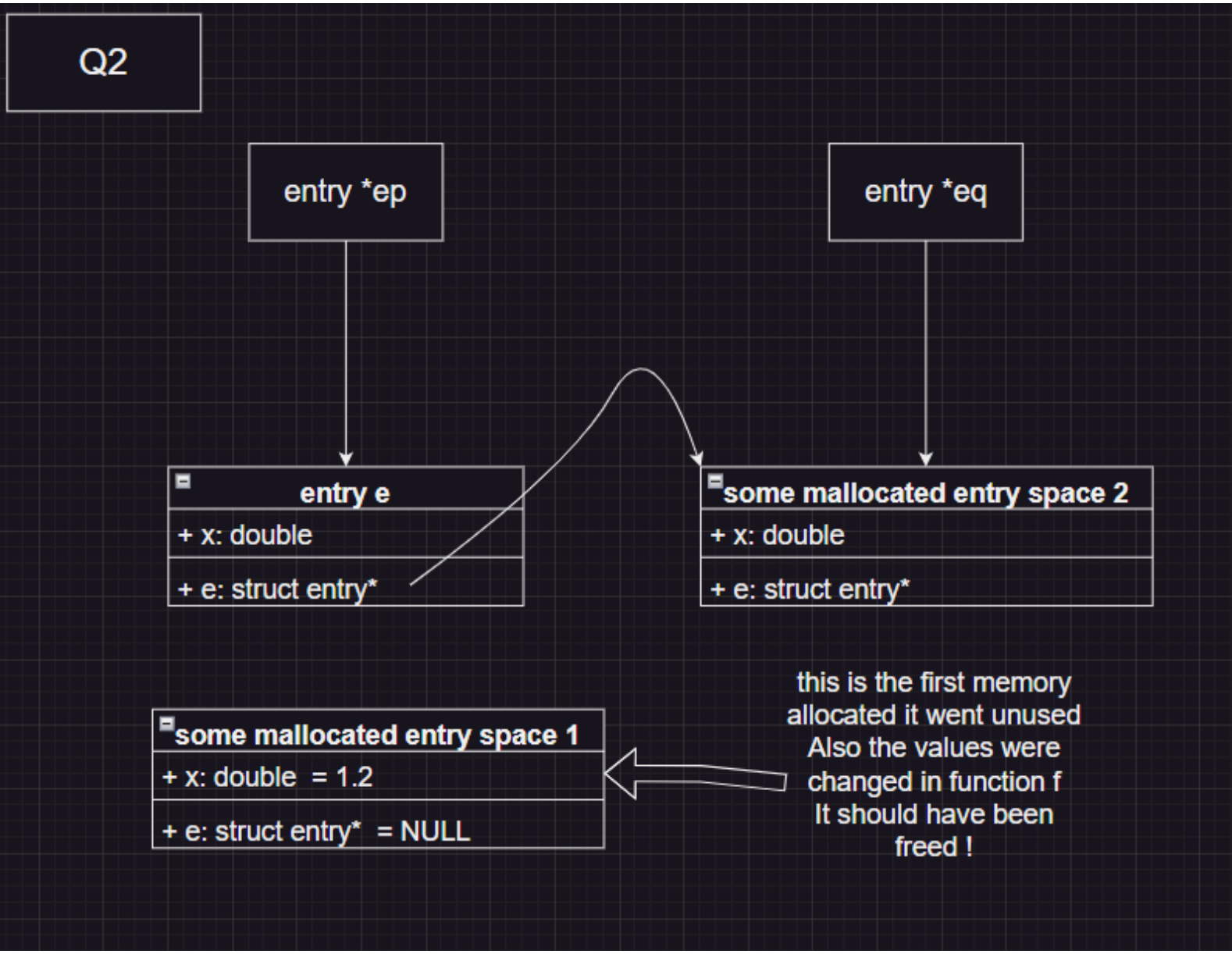
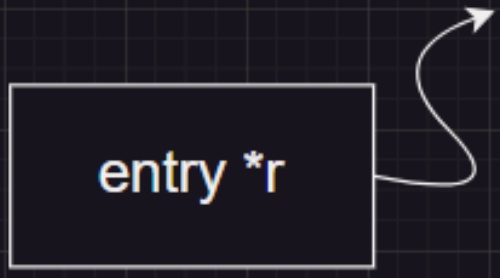

Q1
entry *ep
entry *eq
struct eq* is a pointer to memory allocated using malloc with size equal to entry structure size
struct ep* is pointing to the entry structure "e"
entry e
+ x: double = 1.2
+ e: struct entry*
some mallocated entry space 1
+ x: double = 1.2
+ e: struct entry* = NULL
Now, e.e is again assigned to a pointer pointing to memory allocated using malloc with entry structure size
this just represents the memory allocated by malloc and yet is not initialized
some mallocated entry space 2
+ x: double
+ e: struct entry*

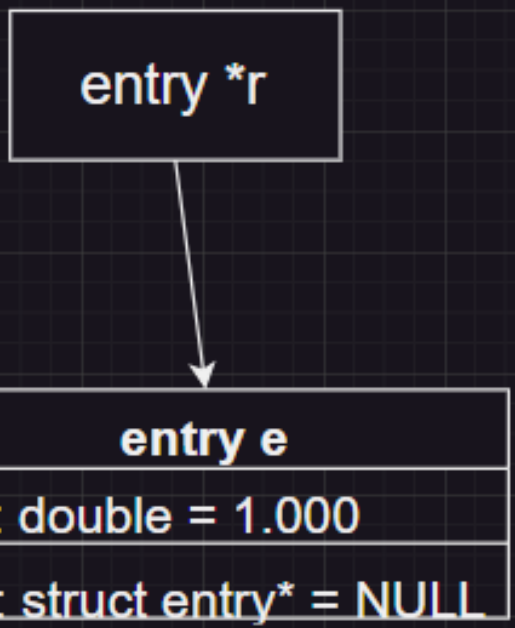

Q2
entry *ep
entry *eq
entry e
+ x: double
+ e: struct entry*
some mallocated entry space 2
+ x: double
+ e: struct entry*
some mallocated entry space 1
+ x: double = 1.2
+ e: struct entry* = NULL
this is the first memory allocated it went unused Also the values were changed in function f It should have been freed !

Q3

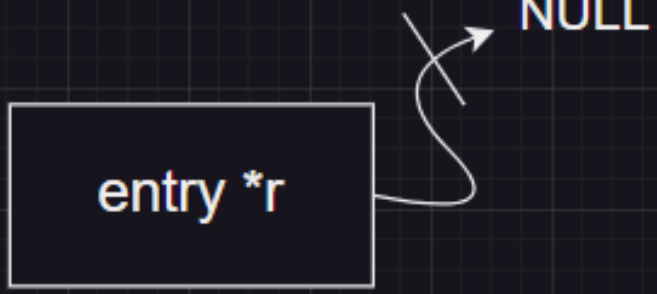
Initially first line of main DANGLING

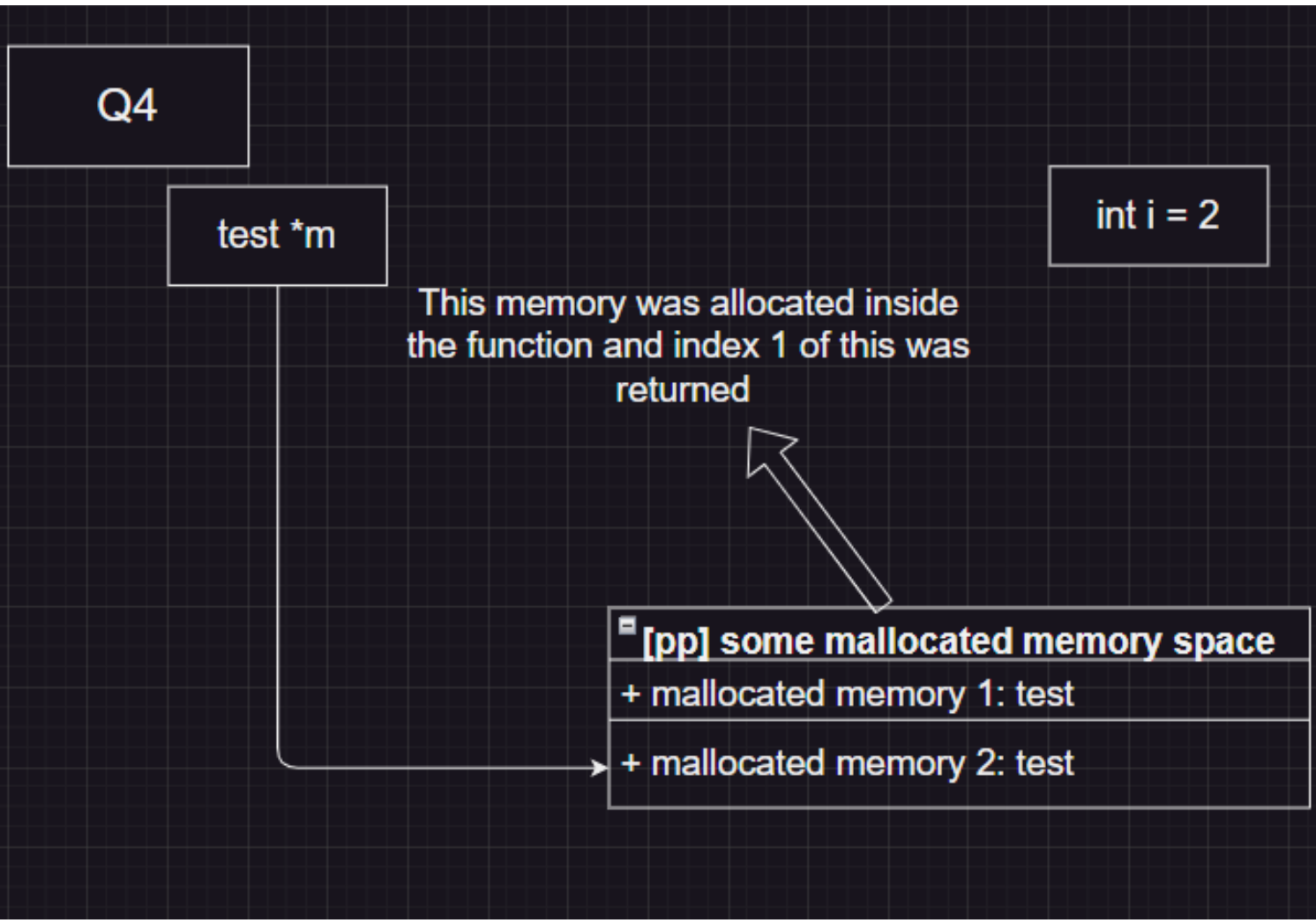


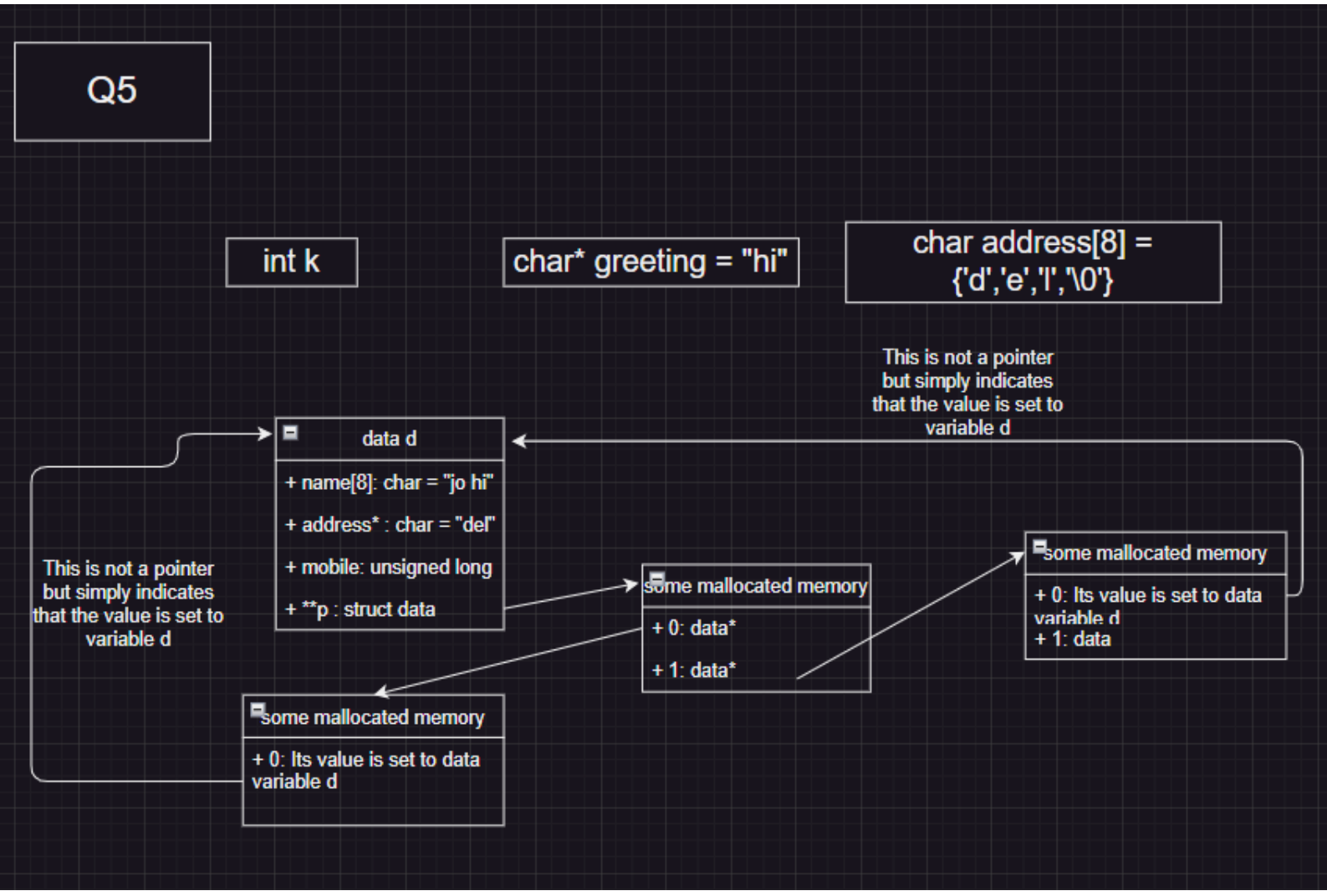
After f(&r)



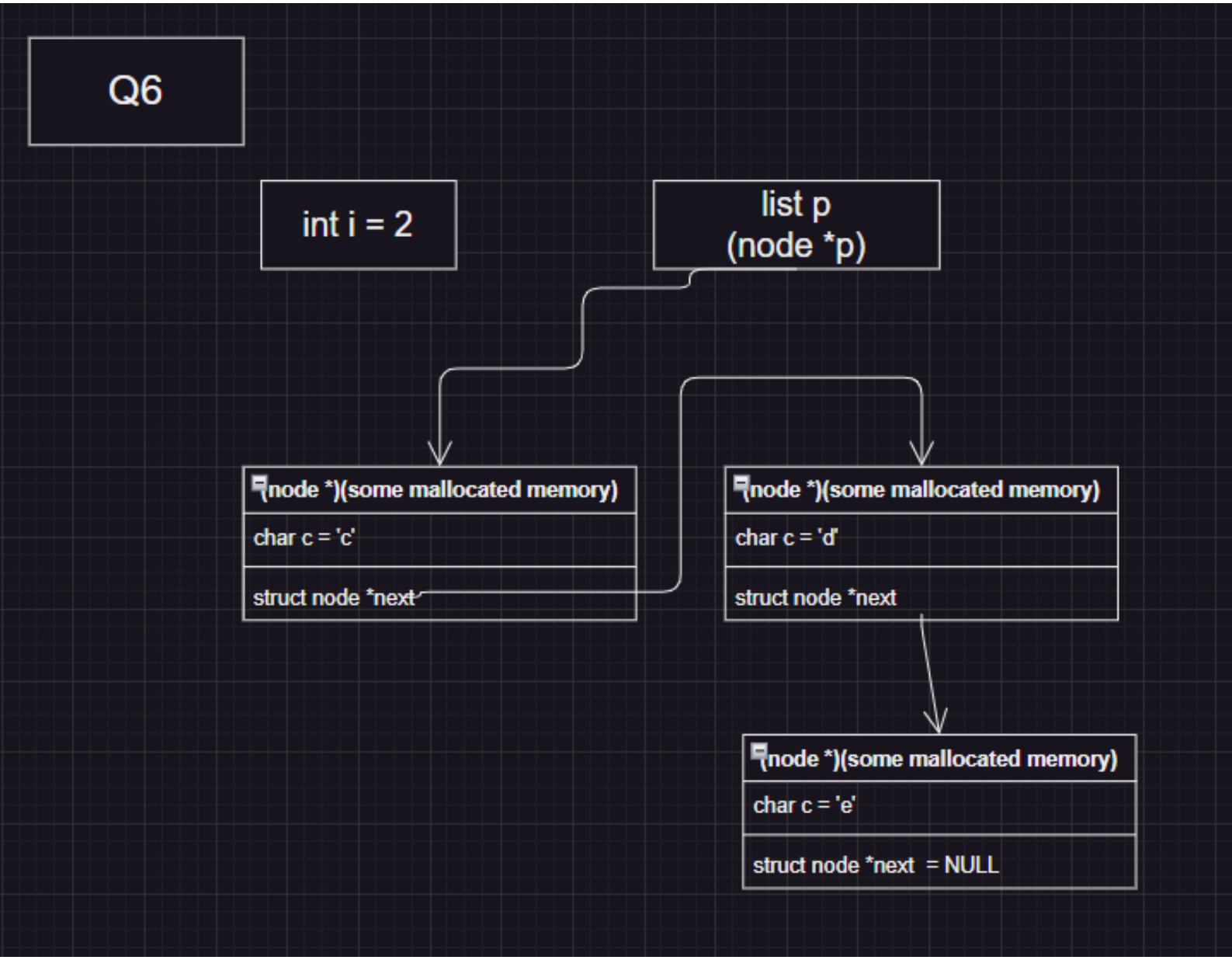
END OUTPUT
After r=r->e
NULL

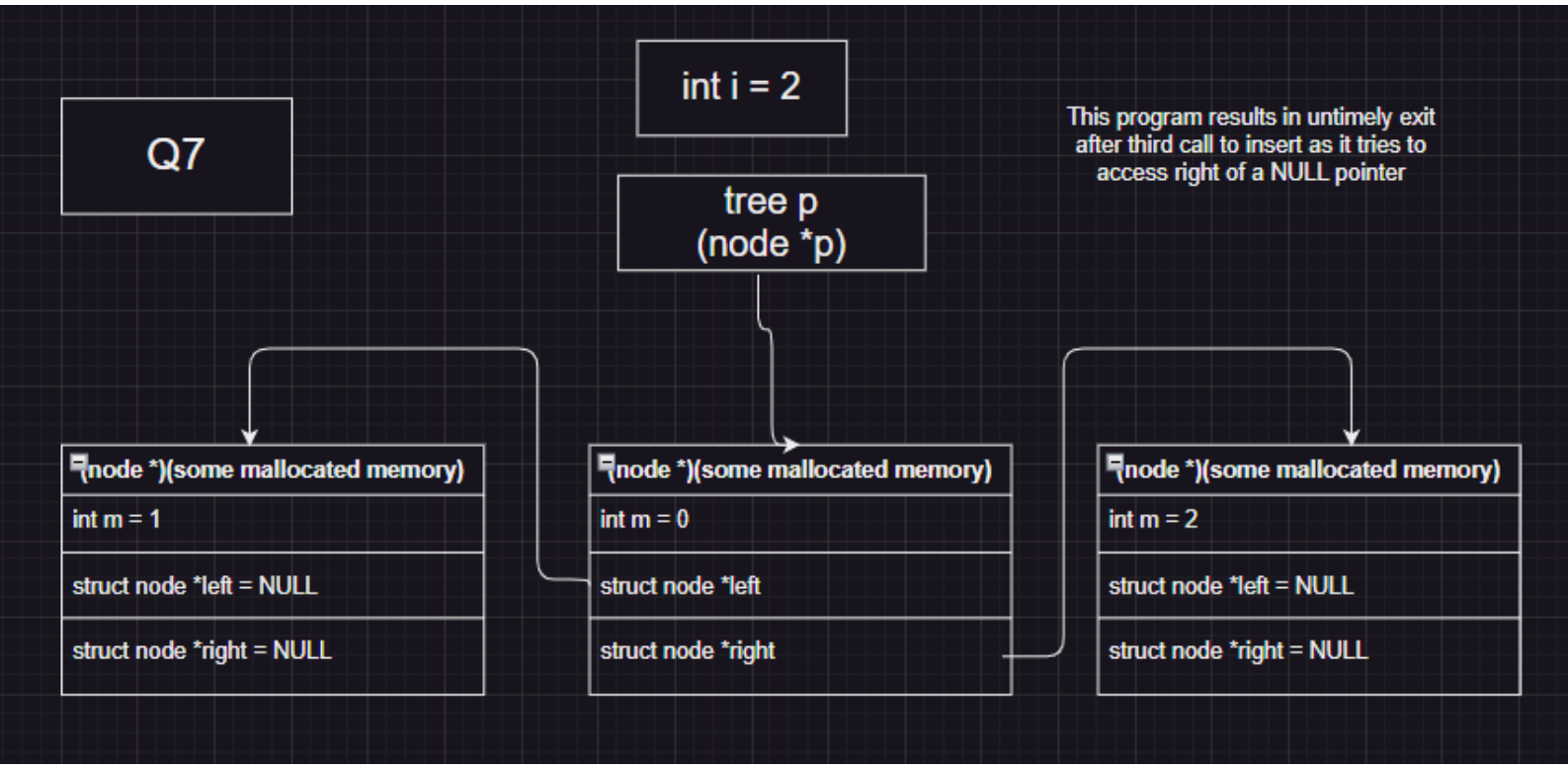



Q4
test *m
int i = 2
This memory was allocated inside the function and index 1 of this was returned
[pp] some mallocated memory space
+ mallocated memory 1: test
+ mallocated memory 2: test


Q5
int k
char* greeting = "hi"
char address[8] = {'d','e','l','\0'}
This is not a pointer but simply indicates that the value is set to variable d
data d
+ name[8]: char = "jo hi"
+ address* : char = "del"
+ mobile: unsigned long
+ **p : struct data
This is not a pointer but simply indicates that the value is set to variable d
some mallocated memory
+ 0: data*
+ 1: data*
some mallocated memory
+ 0: Its value is set to data variable d
+ 1: data
some mallocated memory
+ 0: Its value is set to data variable d

Q6


int i = 2
list p
(node *p)
(node *)(some mallocated memory)
char c = 'c'
struct node *next
(node *)(some mallocated memory)
char c = 'd'
struct node *next
(node *)(some mallocated memory)
char c = 'e'
struct node *next = NULL


Q7
int i = 2
tree p
(node *p)
This program results in untimely exit after third call to insert as it tries to access right of a NULL pointer
(node *)(some mallocated memory)
int m = 1
struct node *left = NULL
struct node *right = NULL
(node *)(some mallocated memory)
int m = 0
struct node *left
struct node *right
(node *)(some mallocated memory)
int m = 2
struct node *left = NULL
struct node *right = NULL