9 4 12

1. C has includes things, needed for various functions
2. Calloc/malloc allocate memory
3. Free frees memory
4. Typedef- names your own types
   1. Typedef enum {up, down, left, right} direction;
5. . vs ->
   1. . for values
   2. -> for pointers
      1. Follow pointer head, return value
6. Don’t leak memory
   1. Shifting pointer from one chunk of data to another
7. Unix and c grew up together
8. &I returns address of variable