Implications of Design

| | Storage by Reference | Storage by Pointer | Storage by Value |
|---|----------------------|--------------------|------------------|
| Who manages the lifecycle of the data? | | | |
| Is it possible for the data structure to store NULL? | | | |
| If the data is manipulated by user code while in our data structure, is the change reflected in our data structure? | | | |
| Is it possible to store literals? | | | |
| Speed | | | |