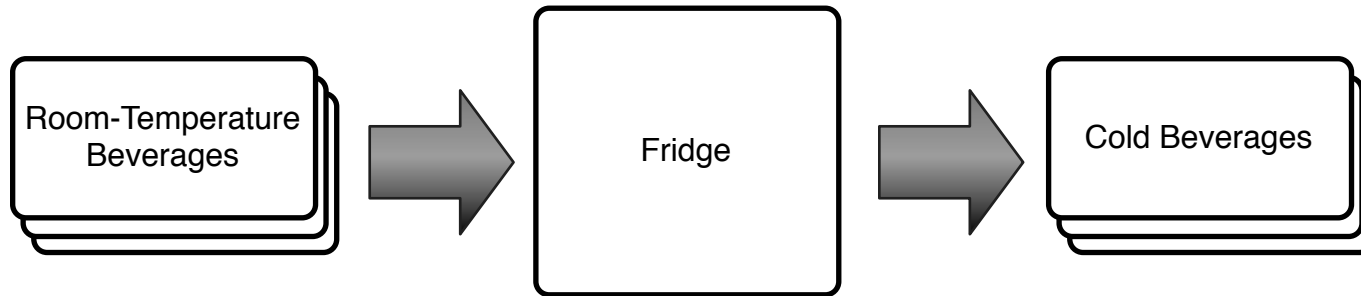


Passive-Aggressive Note #1: How to Maintain a Supply of Cold Beverages



```
typedef struct beverage_queue {
    beverage_t *tasty_beverage;
    struct beverage_queue *next;
} beverage_queue_t;

static beverage_queue_t *queue;

beverage_t *take_coldest_beverage_courteously(beverage_t *warm_one) {
    // Dequeue cold beverage.
    beverage_queue_t *first = queue;
    queue = queue->next;
    beverage_t *cold_one = first->tasty_beverage;
    free(first);
    // Enqueue warm beverage.
    beverage_queue_t **curr = &queue;
    while (*curr) {
        curr = &(*curr)->next;
    }
    *curr = malloc(sizeof(**curr));
    (*curr)->tasty_beverage = warm_one;
    (*curr)->next = NULL;
    return cold_one;
}
```