```
struct sPerson{
    int age;
};
```

```
//add an sPerson pointer to the sPerson structure
```

```
struct sPerson{
    int age;
    struct sPerson *nextInLine;
};
```

First
Int age:18
0x13ce06770

Second
Int age:23
0x13ce06780

```
first->nextInLine = second;
```

Null