

1.

- (a) True
- (b) Compile-time error
- (c) True
- (d) True
- (e) Compile-time error

2.

```
typedef struct Node{
    char c;
    int v[3];
    struct Node *next;
} Node;
main(){
    Node t1, t2, *p, *q;
    int *r;
    p = &t1;
    q = &t2;
    r = &(t2.v[1]);
    t1.next = q;
    t2.next = NULL;
    t1.c = 'a';
    t1.v[0] = 4;
    t1.v[1] = 6;
    t1.v[2] = 8;
    t2.c = 'b';
    t2.v[0] = 6;
    t2.v[1] = 9;
    t2.v[2] = 12;
}
```

3.

```
t1.next = NULL;
t2.next = &t1;
r = &(t2.v[2]);
t1.c = 'z';
t2.c = 'z';
t1.v[2] = 88;
t2.v[2] = 123;
```