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;