

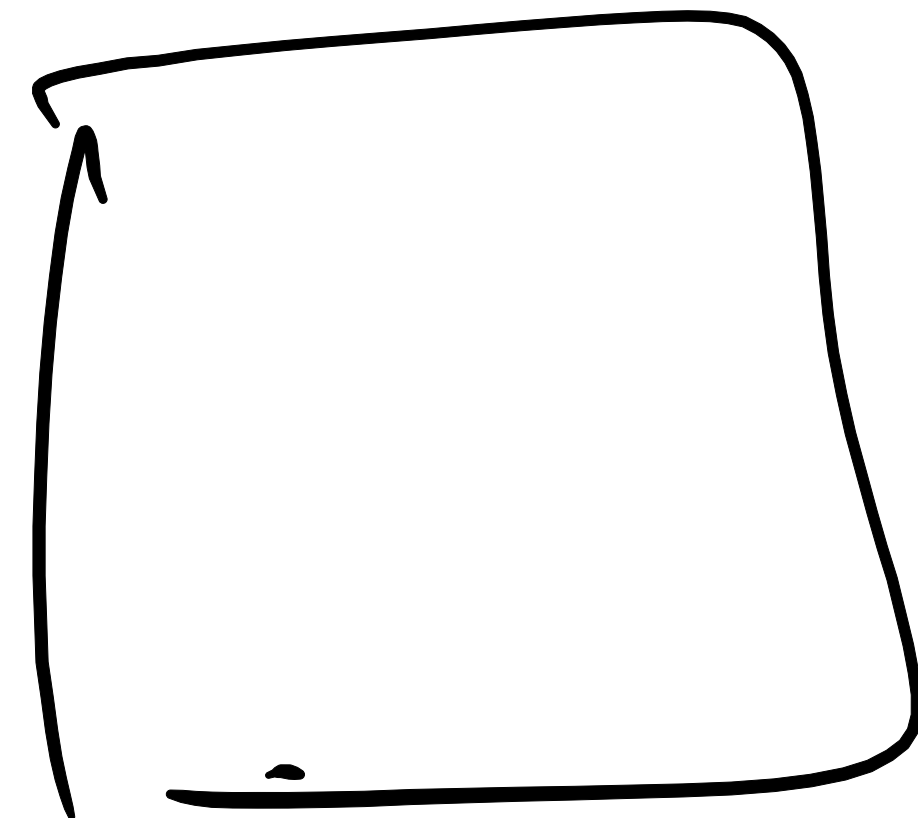
$h \rightarrow \text{next} = \text{head};$
400

$(\&h) \rightarrow \text{next}$
 $h \rightarrow \text{next}$] \rightarrow Same

$\text{head} = h;$

Node n
Object

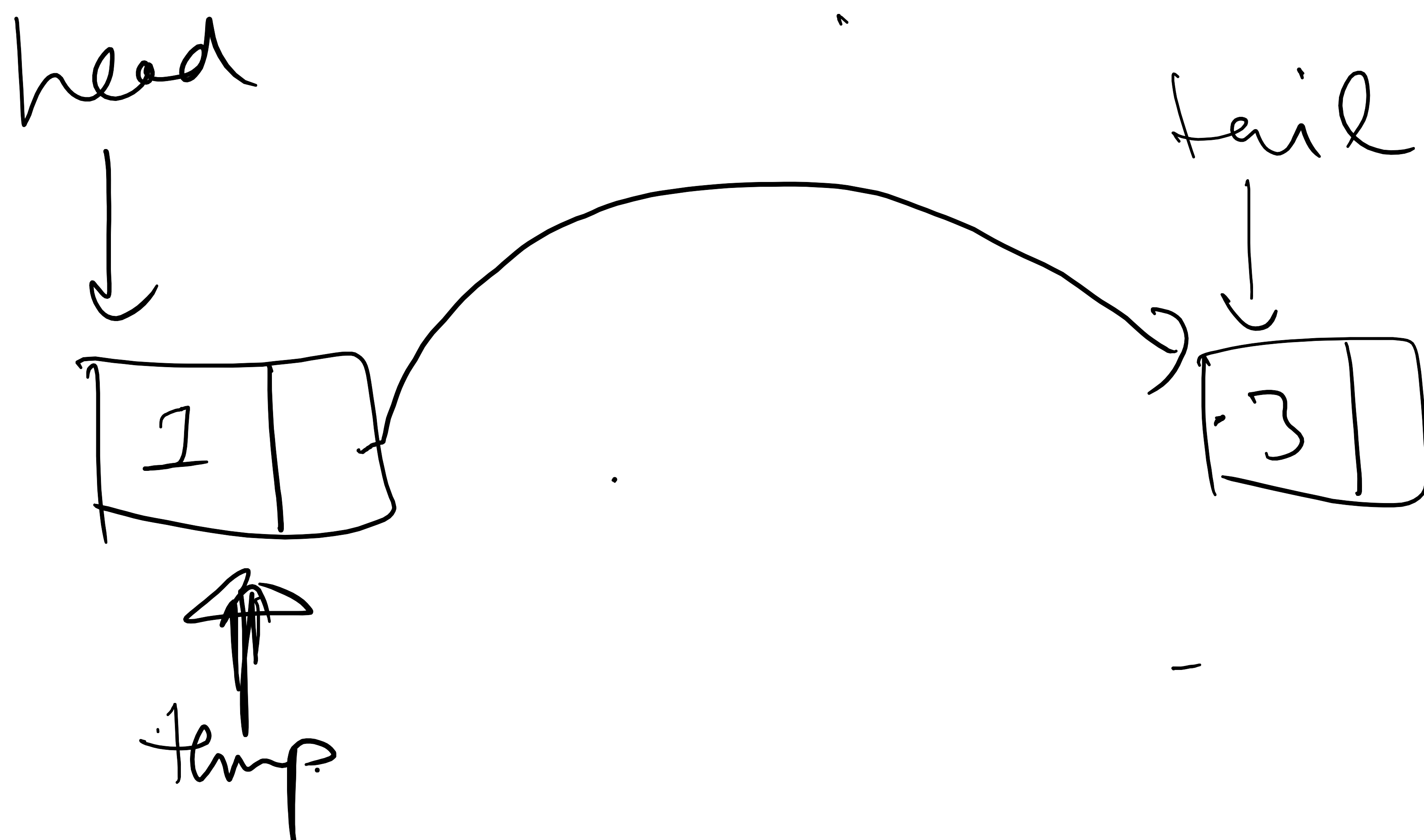
$n.data$

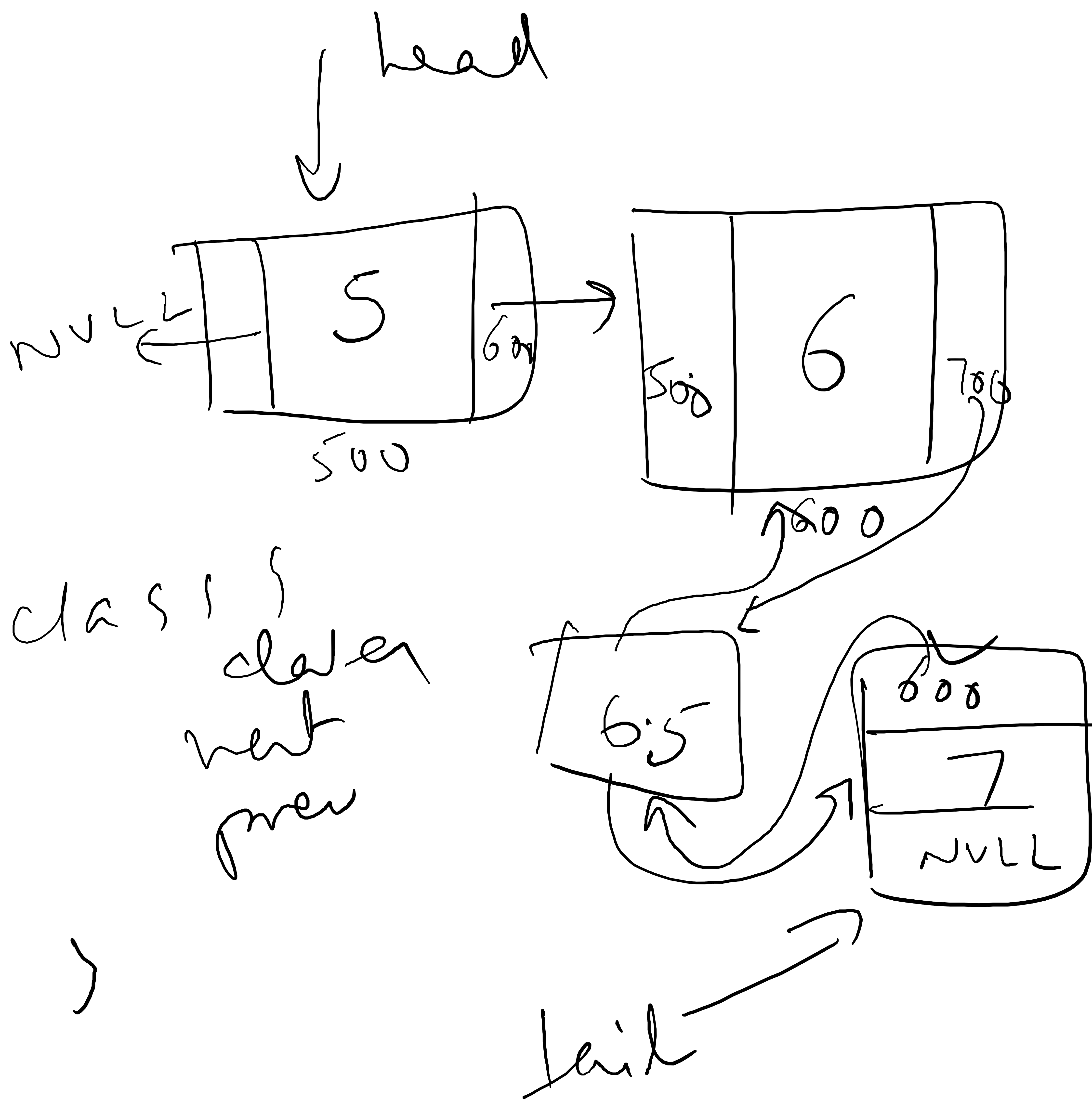


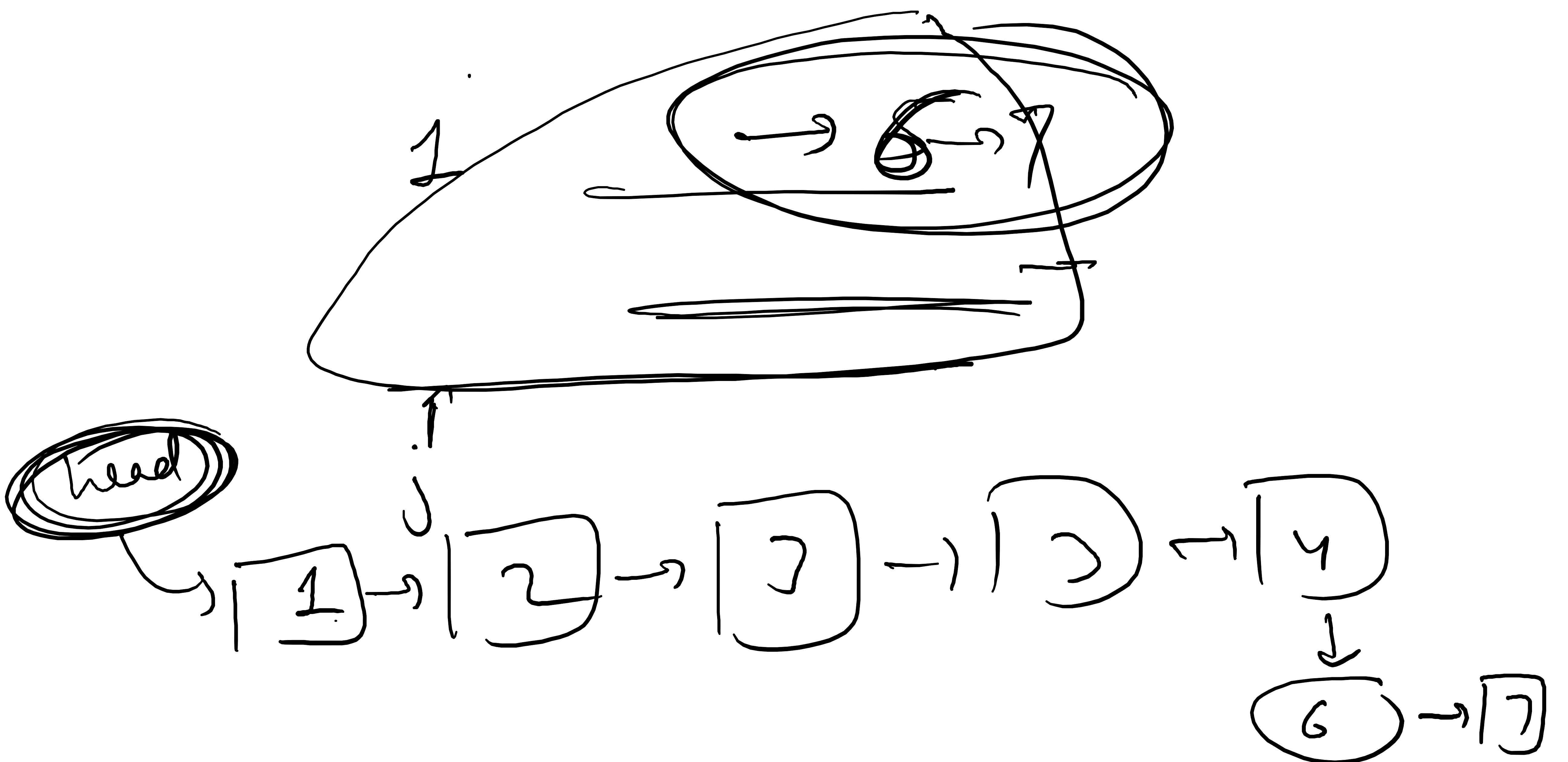
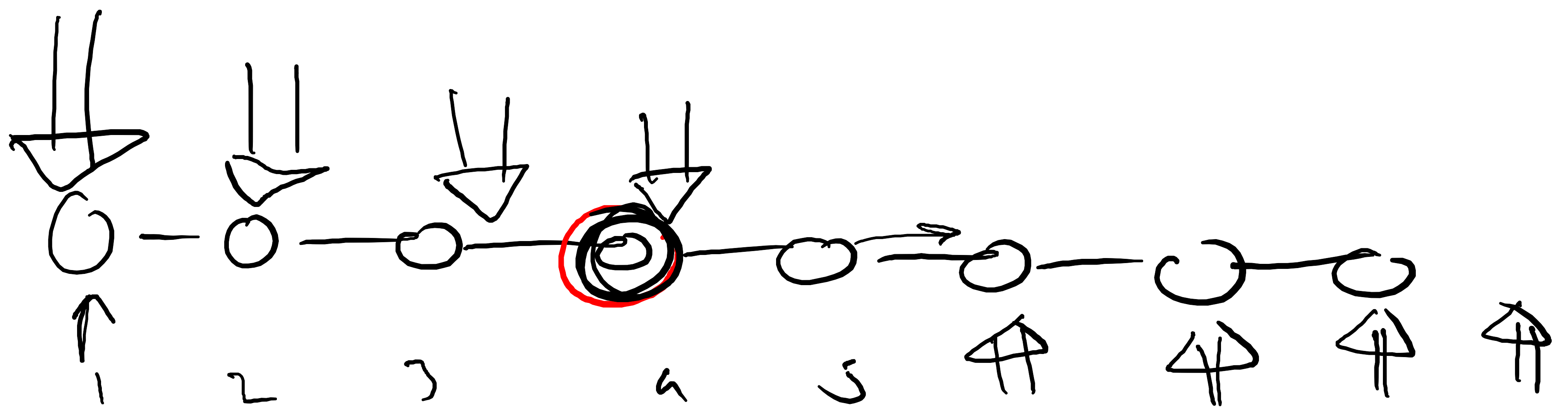
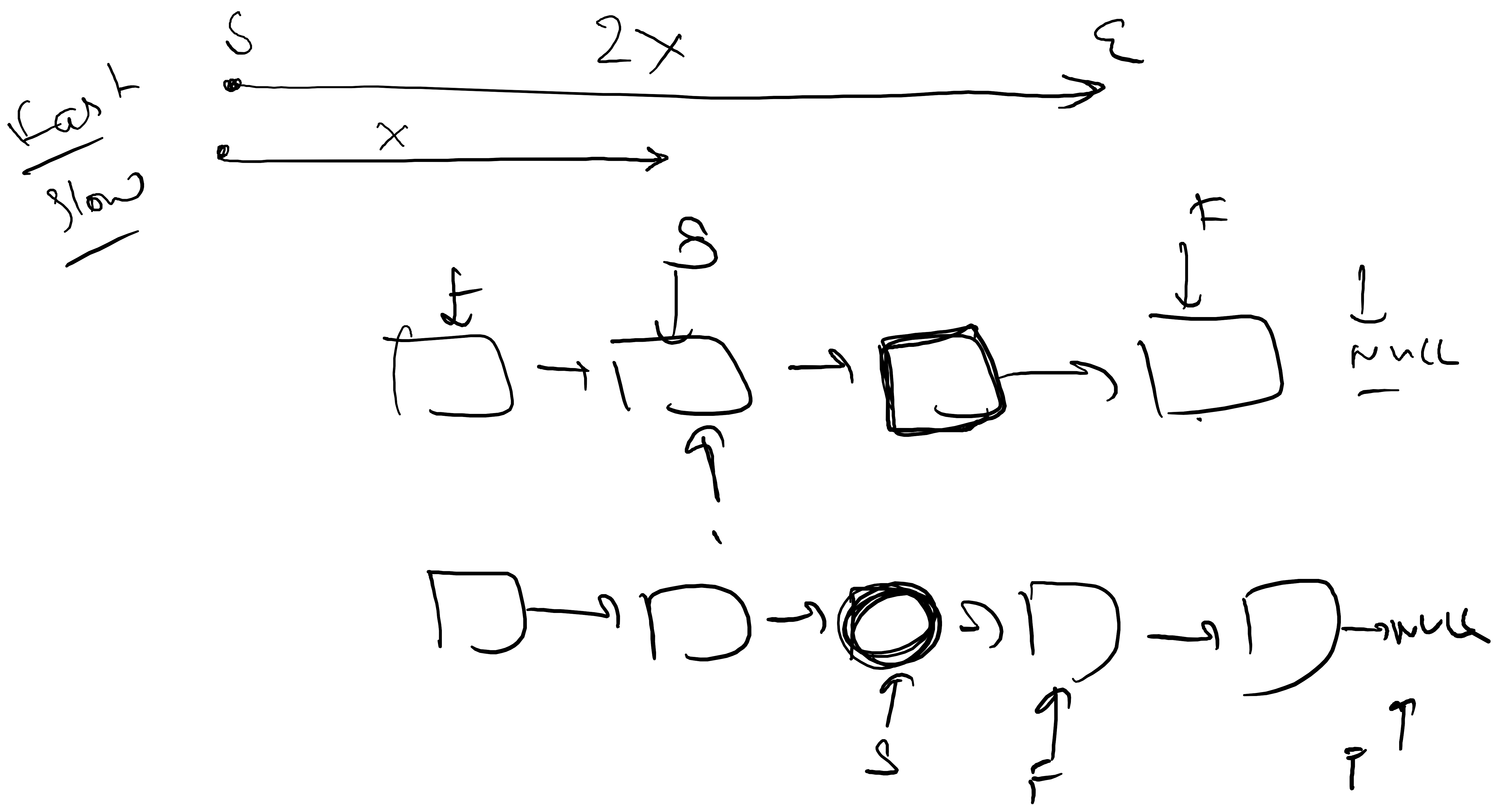
Node $*n$
(pointer to obj)

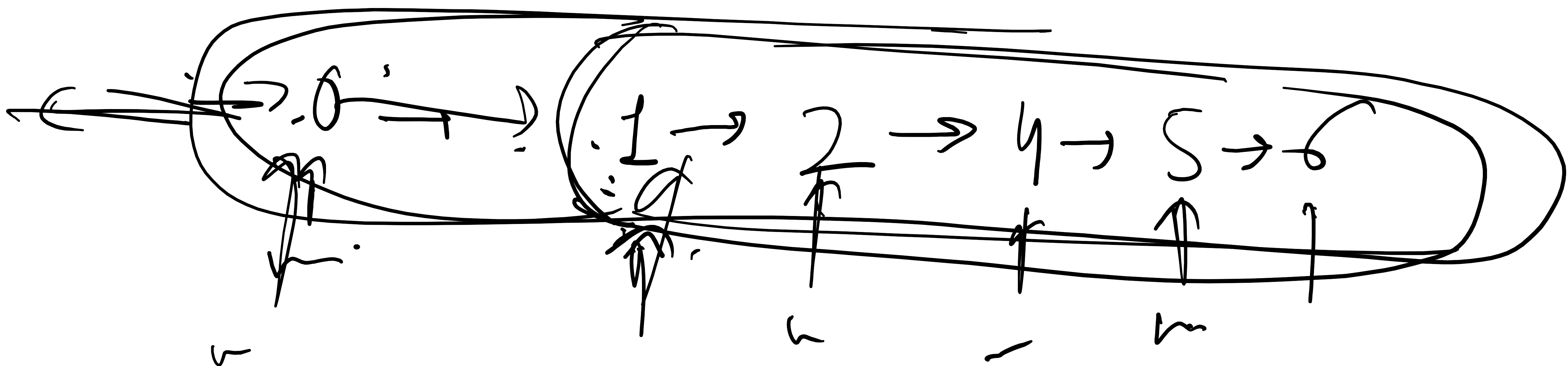
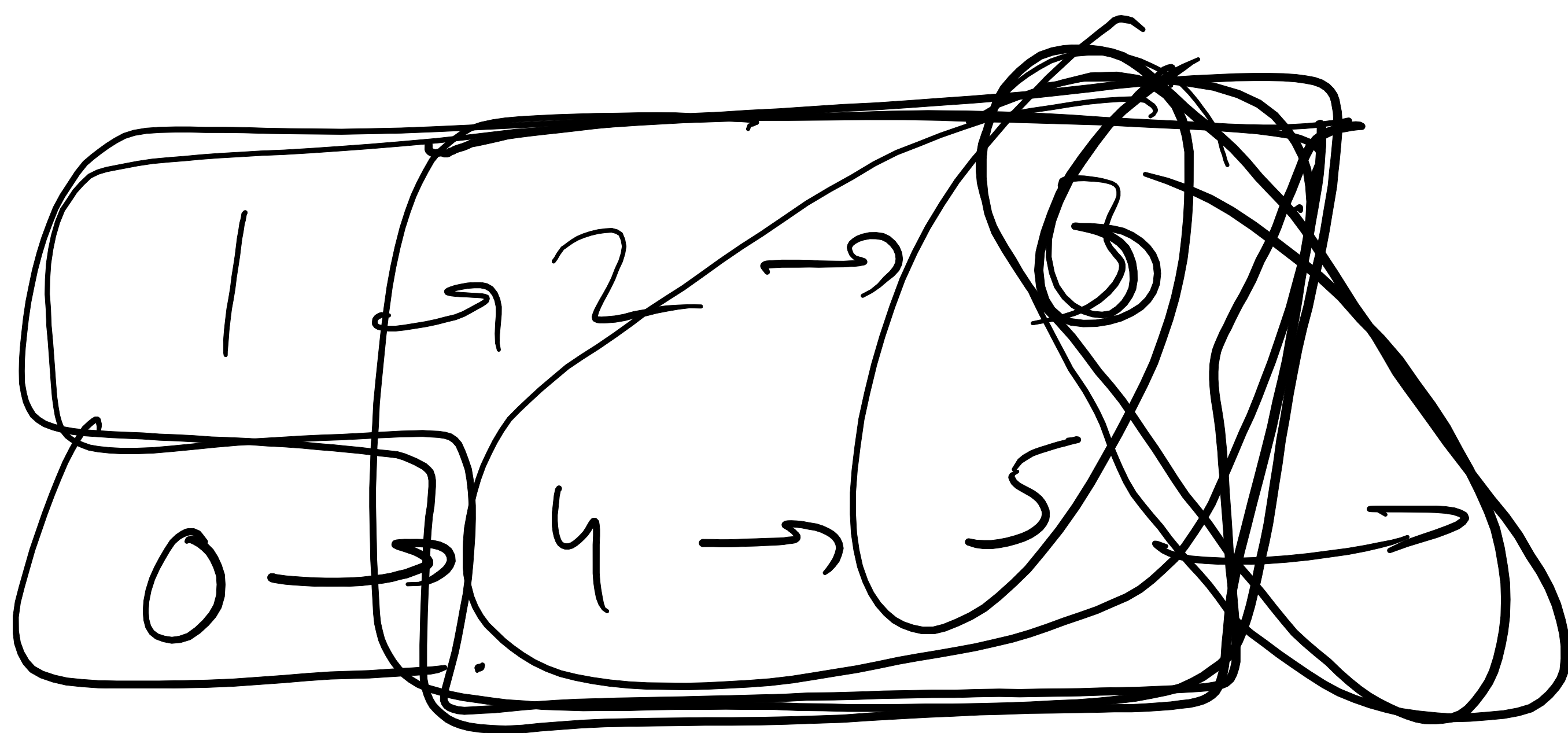
$n \rightarrow data = shortcut$

or $(*n).data \leftarrow$

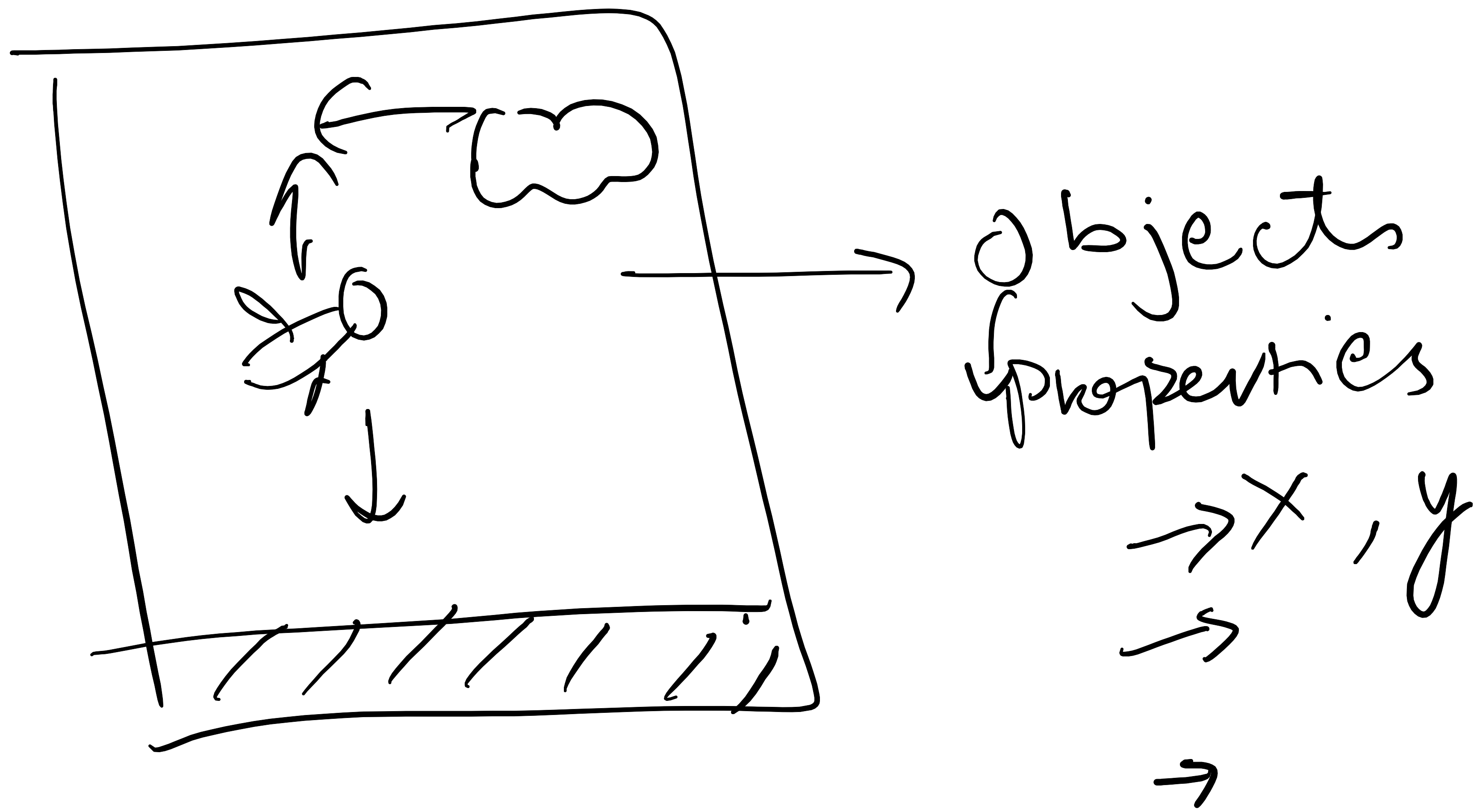




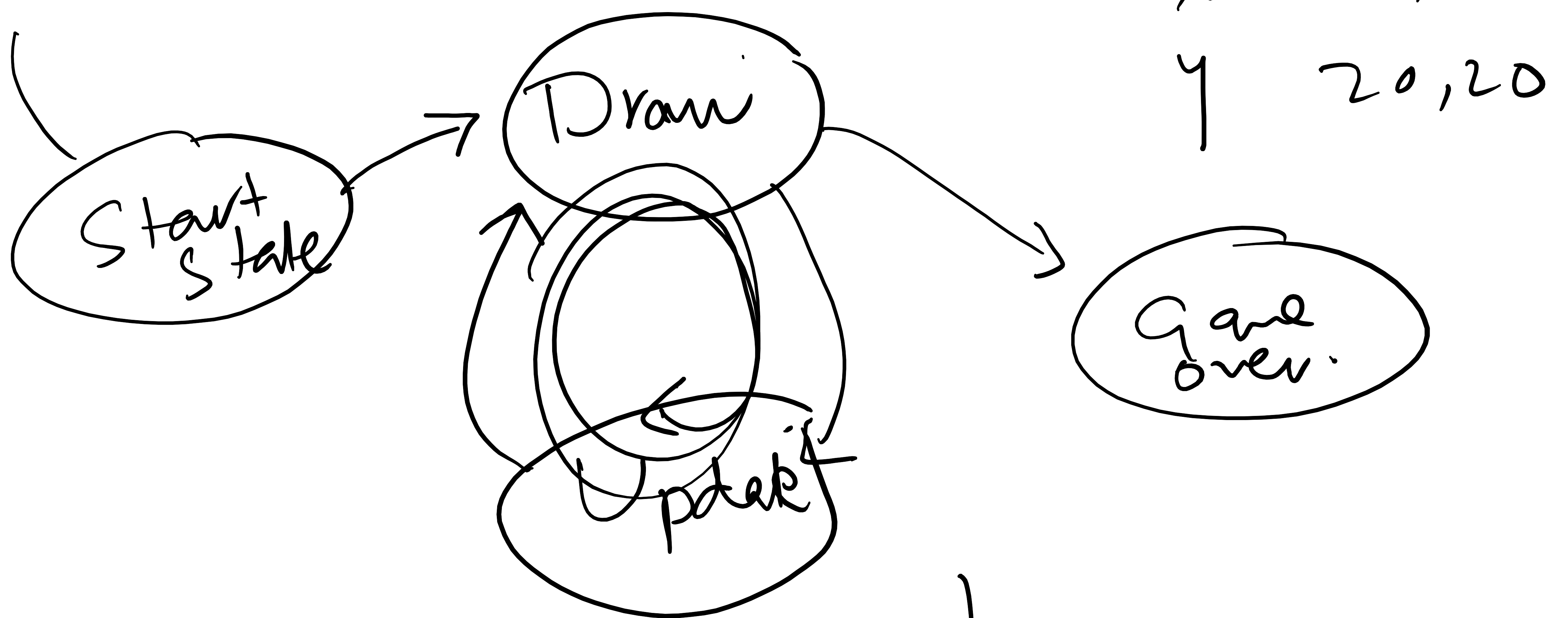




Game Development using JS



Game loop



JavaScript

