```
void Allocate Cell (Cell **q) {

q* = (Cell *) malloc (size of (Cell));

}

Inside that function, we develorence the pointer to a pointer, that way we can access what c points to, as mentioned above.

void main () {

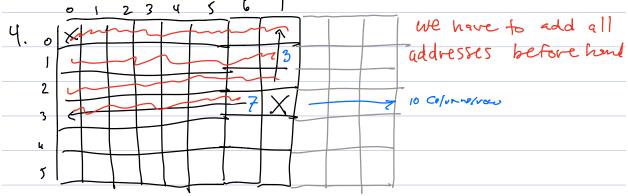
Cell * C;

Allocate Cell (&c);

C -> a = 1;

free (c);

}
```



Start address + (#columns/row * # rows above + data size) + (#columns previous * data size) a[3][7] = 1000 + (10-3 + (4 bytes + 4 bytes)) + (7-(4+4)) = 1296