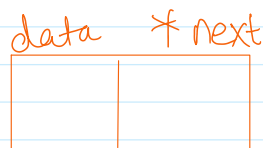


10 20 30 40

data } node.  
\*next }



int → predefined  
pointer → derived

Self  
referential  
structure.

```
struct node
{
    int data;
    struct node *next;
};
```

→ 4  
→ 4

```
int num = 10;
int *ptr = &num; → 4
```

```
char ch = 'A';
char *cptr = &ch; → 4
```

```
float fvar = 1.2f;
float *fptr = &fvar; → 4
```