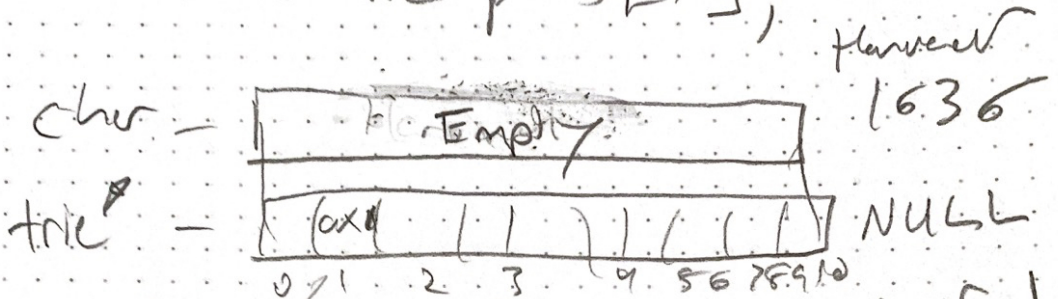
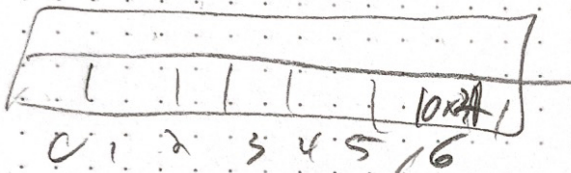


struct tnode
char int [20];
struct tnode *points [10];

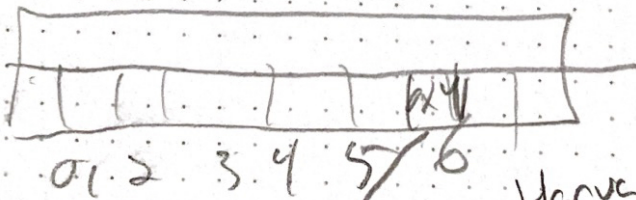
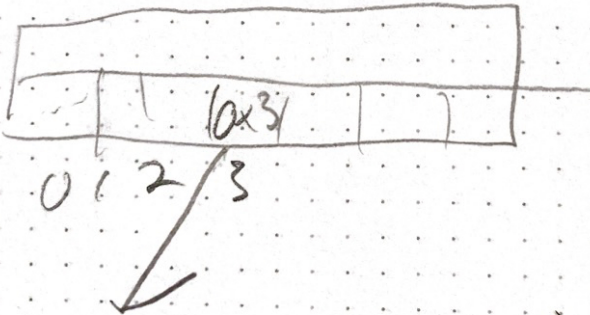


(Declare Root globally (pointer to head of tree))



malloc

* if already malloced
 (ie if != NULL)
 no malloc necessary
 malloc



malloc

Harvard found here