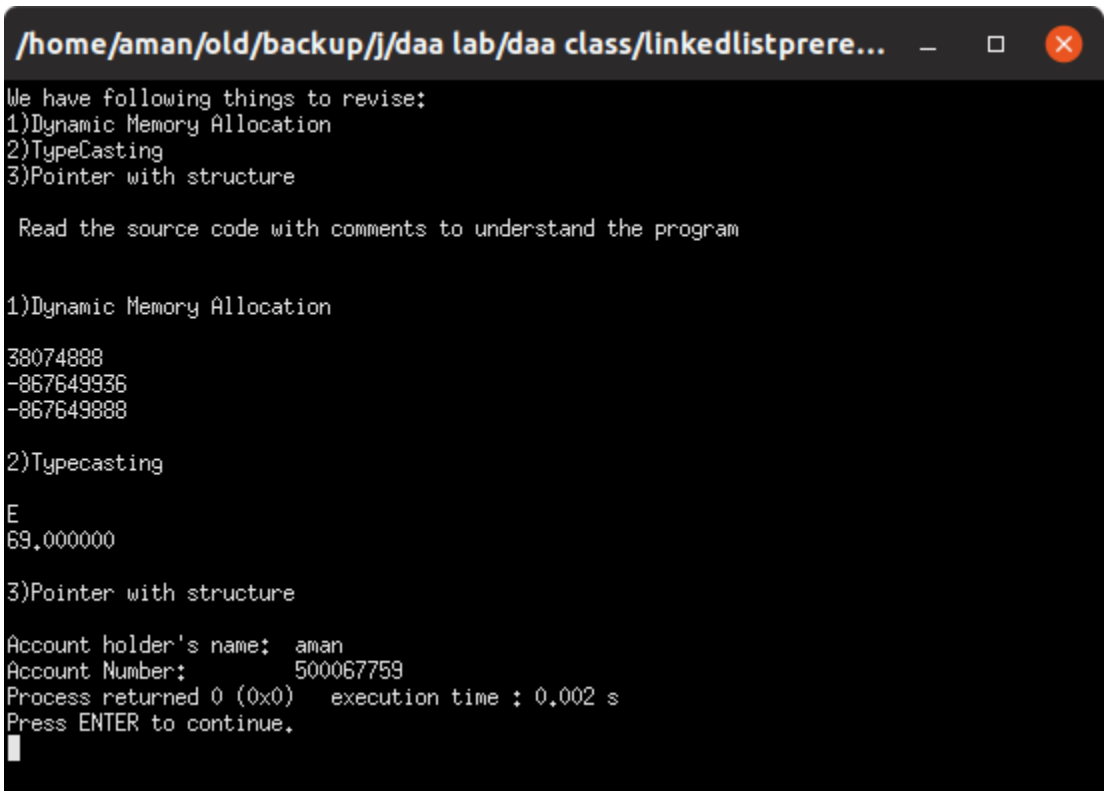
Linked List Pre-requisite

```
#include<stdio.h>
#include<stdlib.h>
struct account
{
  char name[10];
  int acnum;
};
int main()
{
    printf("We have following things to revise:\n1)Dynamic Memory Allocation\n2)TypeCasting\
n3)Pointer with structure\n");
    printf("\n Read the source code with comments to understand the program \n");
 printf("\n\n1)Dynamic Memory Allocation\n");
    /*  One thing which we can observe is the address. It is very much different from the dynamically
allocated one that is a location away from the statically allocated by the compiler*/
    int *ptr1,*ptr2,*ptr3,i=5;
    ptr1=&i;
    printf("\n%d",ptr1);

    ptr2= (int *)malloc(10*sizeof(int));
    printf("\n%d",ptr2);

    ptr3= (int *)calloc( 0,sizeof(int));
    printf("\n%d",ptr3);
//*************************************************************2
printf("\n\n2)Typecasting\n"); //It can be done implicit or explicit
int x=69;
printf("\n%c",x);//implict
printf("\n%f",(float)x);//explict
//*************************************************************3
printf("\n\n3)Pointer with structure\n");
struct account a1={"aman",500067759};
struct account *a;
a = &a1;
printf("\nAccount holder's name: \t%s\nAccount Number: \t%d",a->name,a->acnum);
return 0;
```


/home/aman/old/backup/j/daa lab/daa class/linkedlistprere...
We have following things to revise:
1)Dynamic Memory Allocation
2)TypeCasting
3)Pointer with structure
Read the source code with comments to understand the program
1)Dynamic Memory Allocation
38074888
-867649936
-867649888
2)Typecasting
E
69.000000
3)Pointer with structure
Account holder's name: aman
Account Number: 500067759
Process returned 0 (0x0) execution time : 0.002 s
Press ENTER to continue.

}