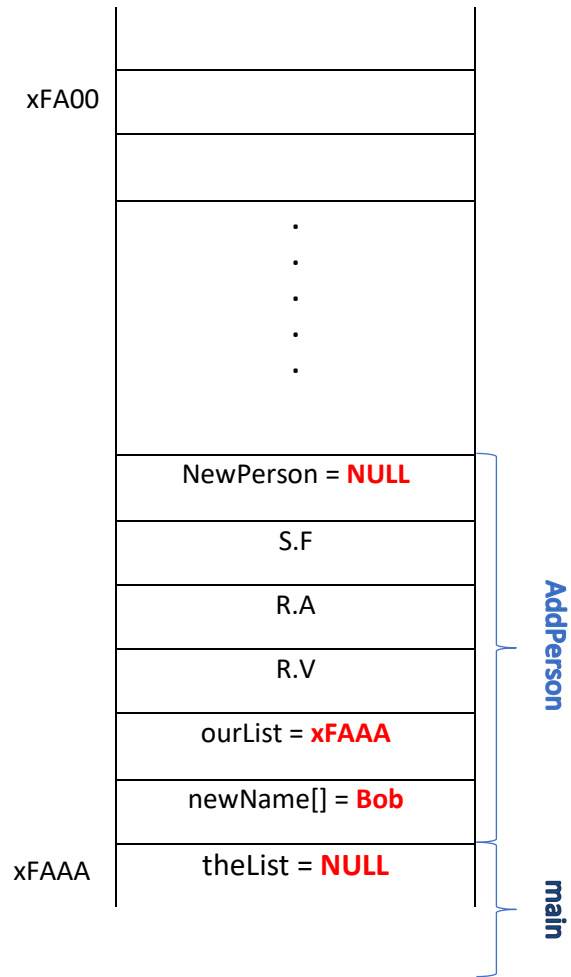
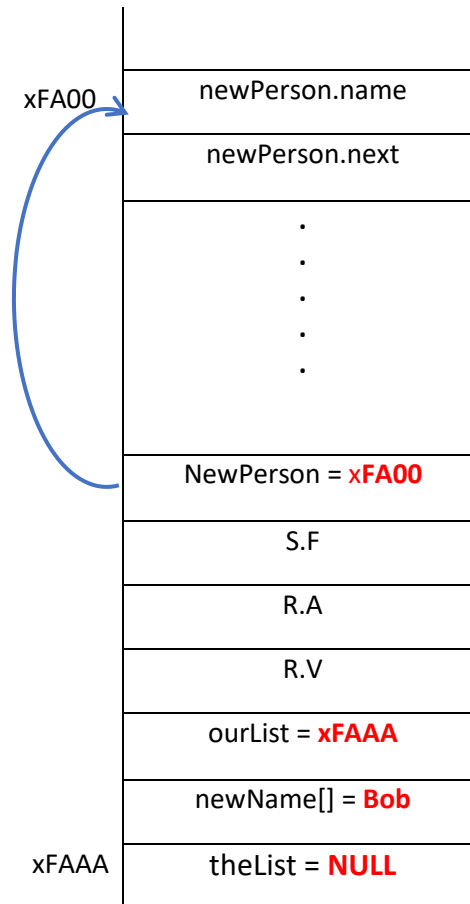


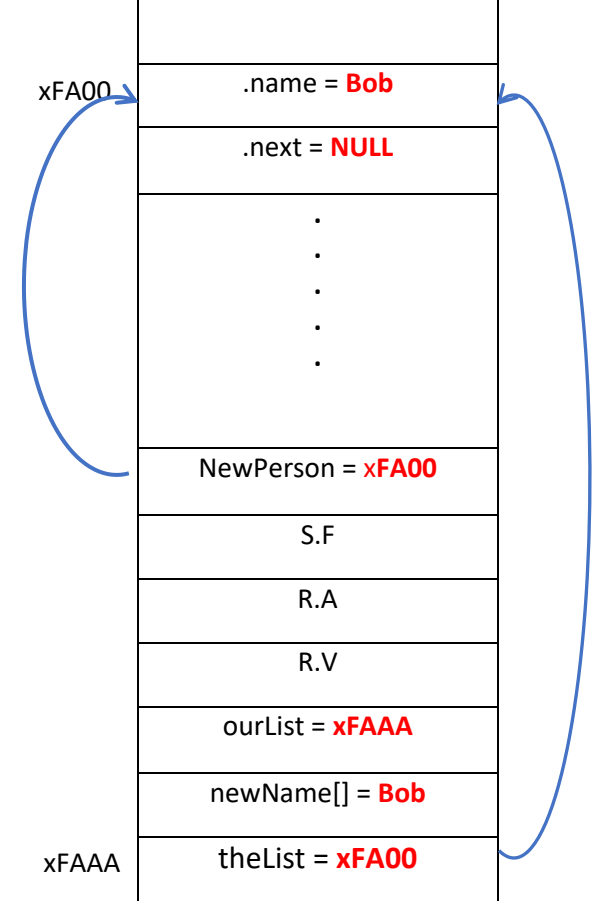
1.1



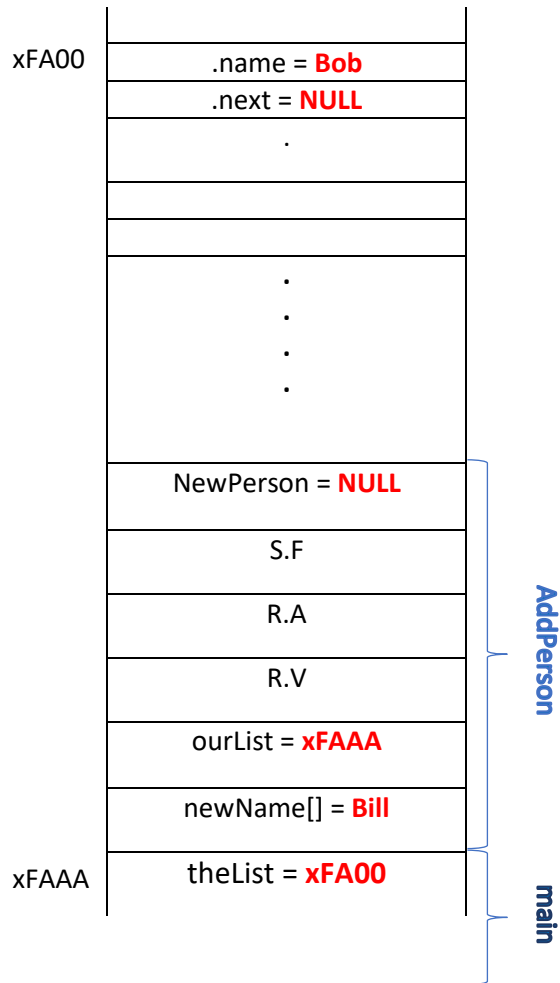
1.2



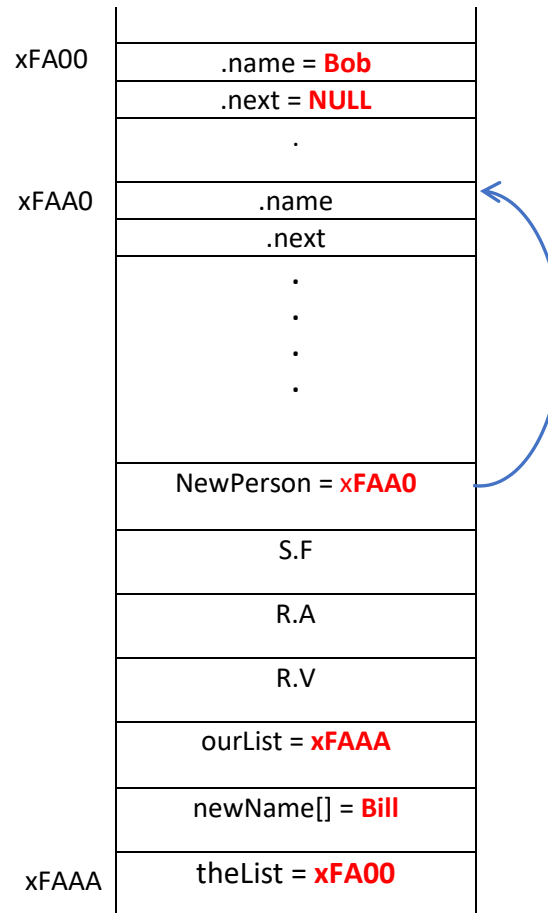
1.3

Runtime stack - **AddPerson(&theList, "Bob");**

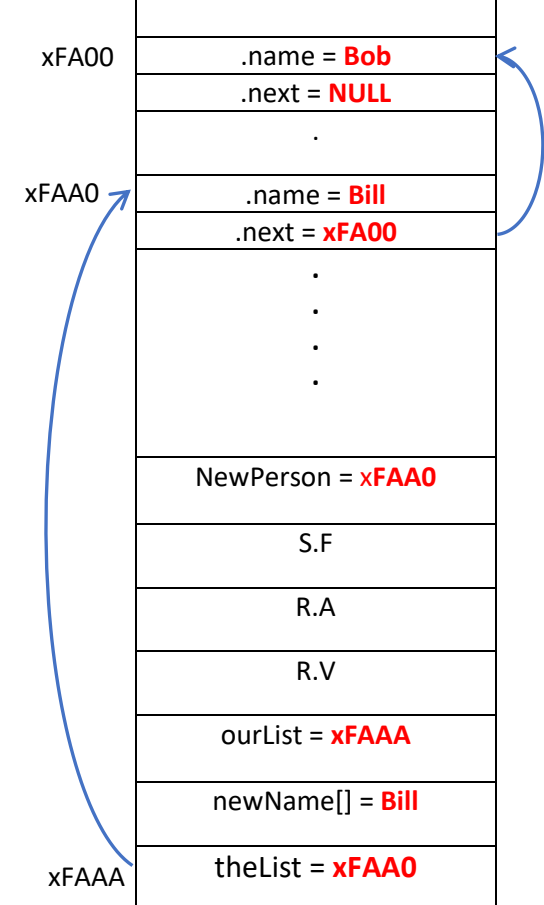
2.1



2.2



2.3

Runtime stack - **AddPerson(&theList, "Bill");**

Review: Linklist and its runtime stack

```
typedef struct person_node Person;  
struct person_node  
{  
    char name[20];  
    Person *next;  
};
```

int main()

{

Person *theList = NULL;

1 ← AddPerson(&theList, "Bob");

2 ← AddPerson(&theList, "Bill");

}

/* add to the linked list */

int AddPerson(Person **ourList, char name[])

{

Person *newPerson = NULL;



newPerson = (Person *)malloc(sizeof(Person));

if (newPerson == NULL)

return 0;



strcpy(newPerson->name, name);

newPerson->next = *ourList;



*ourList = newPerson;

return 1;

}