

# Quiz 3 Sol.

```
struct node* linklist_creator(struct node* head){
    struct node** lastref = &head;
    int i;
    for( i=0 ; i < 6 ; i++ ){
        *lastref = (struct node*) malloc(sizeof(struct node));
        *lastref -> data = i;
        *lastref = (*lastref)->next;
    }
    return head;
}
```

# Notation

Address

Var name	Value
----------	-------

Ex

Int a=10;

1234

a	10
---	----

# Notation

Address

Var name	Value
----------	-------

Ex

Int \*b=a;

-

b	1234
---	------

```

struct node* linklist_creator(struct node* head){
    struct node** lastref = &head;
    int i;
    for( i=0 ; i < 6 ; i++ ){
        *lastref = (struct node*) malloc(sizeof(struct node));
        *lastref -> data = i;
        *lastref = (*lastref)->next;
    }
    return head;
}

```

-	
lastref	0x10

0x10	
head	0x20

0x20			
0x30		0x40	
data	0	next	NULL

```

struct node* linklist_creator(struct node* head){
    struct node** lastref = &head;
    int i;
    for( i=0 ; i < 6 ; i++ ){
        *lastref = (struct node*) malloc(sizeof(struct node));
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}

```

-	
lastref	0x10

0x10	
head	NULL

0x20			
0x30		0x40	
data	0	next	NULL

```

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        *lastref = (struct node*) malloc(sizeof(struct node));
        *lastref -> data = i;
        *lastref = (*lastref)->next;
    }
    return head;
}

```

-	
lastref	0x10

0x10	
head	0x50

0x20			
0x30		0x40	
data	0	next	NULL

0x50			
0x60		0x70	
data	1	next	NULL

0x20			
0x30		0x40	
data	0	next	NULL

0x50			
0x60		0x70	
data	1	next	NULL

0x80			
0x90		0xa0	
data	2	next	NULL

-	
lastref	0x10

0x10	
head	0x80

⋮

**Solution**



```

struct node* linklist_creator(struct node* head){
    struct node** lastref = &head;
    int i;
    for( i=0 ; i < 6 ; i++ ){
        *lastref = (struct node*) malloc(sizeof(struct node));
        *lastref -> data = i;
        lastref = &((*lastref)->next);
    }
    return head;
}

```

-
lastref   0x10

0x10
head   0x20

0x20			
0x30		0x40	
data	0	next	NULL

```

struct node* linklist_creator(struct node* head){
    struct node** lastref = &head;
    int i;
    for( i=0 ; i < 6 ; i++ ){
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        *lastref -> data = i;
        lastref = &((*lastref)->next);
    }
    return head;
}

```

-	
lastref	0x40

0x10	
head	0x20

0x20			
0x30		0x40	
data	0	next	NULL

0x50			
0x60		0x70	
data	1	next	0x80

```

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        lastref = &((*lastref)->next);
    }
    return head;
}

```

-	
lastref	0x40

0x10	
head	0x20

0x20			
0x30		0x40	
data	0	next	0x50

0x50			
0x60		0x70	
data	1	next	0x80

0x20			
0x30		0x40	
data	0	next	0x50

0x50			
0x60		0x70	
data	1	next	0x80

0x80			
0x90		0xa0	
data	2	next	0xb0

-	
lastref	0xf0

0x10	
head	0x20

⋮

**Questions?**