Objectives for 11/1/2017 (Wed)

- Linked lists
  - Intro: containers
  - Basic structure
  - Code
Destroy

To find tail, keep following the next field. As you go, keep address of the node right before curr, (e.g. prev):

What is size of a node?

```
struct Node {
    int value; // 4 bytes on our platform
    struct Node* next; // 8 bytes
}
```
Containers: one name for >1 value (3)

int a[3];  // statically declared array

int* a = malloc(sizeof(*a) * 3);  // dynamically declared array

address of first value in array

typedef struct _Array3 {
   int v1, v2, v3;
} Array3;

Array3 a;

Node* head = malloc(sizeof(*head));
head->value = 2;
head->next = malloc(sizeof(*head));  // linked list
head->next->value = 6;
head->next->next->next = NULL;