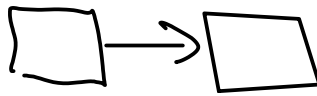


int x = 5

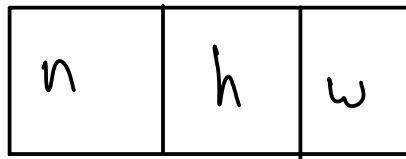
int *y = alloc(int);
*y = 5;



struct person {
string name;
int height;
int weight;
};

struct person *bob;
bob = alloc(struct person);
bob->name = "Bob";

};



typedef struct person person_data;

println(bob->name);

```
struct list_node {  
    int data;  
    struct list_node *next;  
};
```

2.
1

