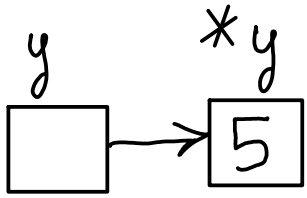
ints as pointers

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



Introducing structs

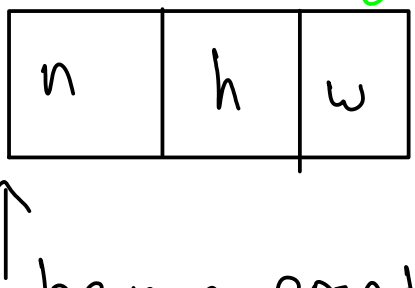
```
struct person
    string name;
    int height;
    int weight;
};
```

type name: struct person

variable name: *bob;

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

accessing a field



have a pointer to here

A struct occupies a continuous stretch of memory.

Names that are easier to remember

```
typedef struct person person_data;
```

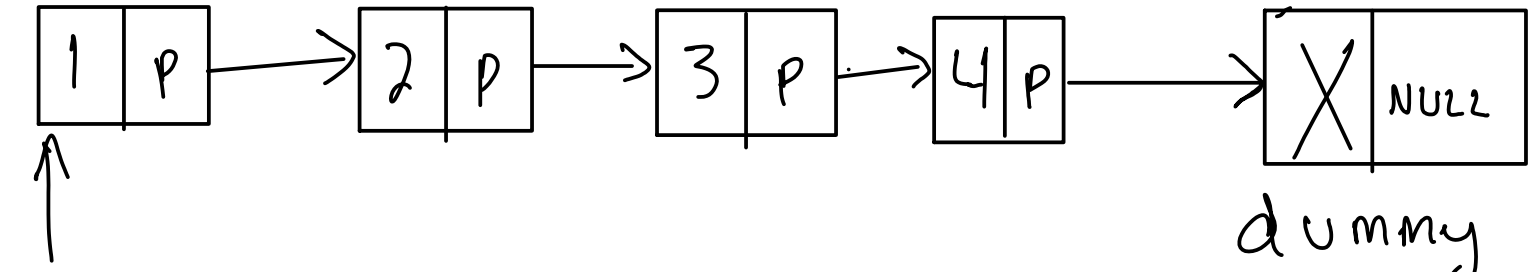
struct person: type that already exists

person_data: A new name (alias) for it.

```
println(bob->name);
```

access a field the same way you set it.

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



Keep a pointer to here only.

dummy node