Structs

- kinda like objects/classes
- but no methods
- just for organization

```c
typedef
struct Car {
    char * make;
    char * model;
    int year;
} car_t;
```

```c
struct Car jasons;
```

```c
jasons. make = "Toyota";
jasons. model = "Camry";
jasons. year = 1996;
```
Dynamic list

```
listadd(1)  1
listadd(2)  2...1
listadd(3)  3...2...1
```

Linked list

```
③ → ② → ①
data
```

nodes

```
data → data → data → NULL
```
node_t one;
one.data = 1;
one.next = NULL;
node_t two;
two.data = 2;
two.next = &one;
node_t three;
three.data = 3;
three.next = &two.next;
two.next = &three
Memory
\*one