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/home/CS300Public/2018/

CS300PublicSVN/ListWithHandles

Handles: Pointer to a Pointer

```
// draw memory  
Node sList;
```

```
NodePtr psList;
```

```
NodePtr *hsList;
```

```
typedef struct Node *NodePtr;  
typedef struct Node  
{  
    char data;  
    NodePtr psNext;  
} Node;
```


Handles and Functions

```
void lstCreate(NodePtr *hsList);
```

```
void lstInsertFirst(NodePtr *hsList, char data);
```