

## Where Can All the Pointers Go?

With **dynamic resizing**, we **used one player pointer** in the global data area:

```
static player_t* player_list = NULL;
```

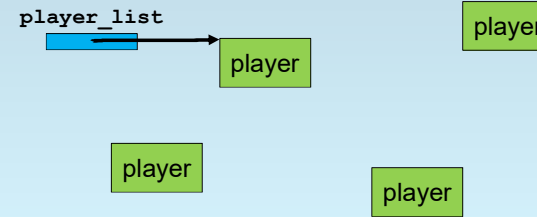
**Where can we put more pointers?**

We can use

- a dynamically resized array of pointers.
- But ... have we really solved the problem in that case? (An array of pointers does reducing copying and waste space.)

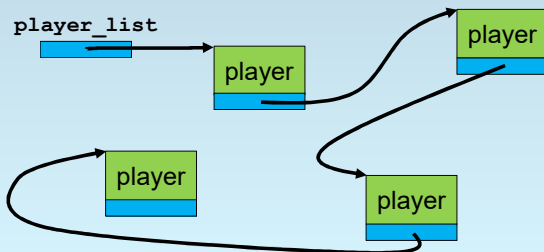
## Where Can We Put More Pointers?

**Can we do something else?**



## Solution: Add a Pointer to the Player Struct!

**What if we add a `player_t*` to the player struct?**



## Mark the End of the List by Pointing to Nothing

**What about the last player's pointer?**

**Set it to NULL.**

