Slide 41

Set **find** to **&(*find)->next**

find
xE743 x2298
x67AA

stack

player_list
x3998 x6770

p
xE748 x8424

global data

heap

x8772 "Gao"   x5783 "Charlie"   xABCD "Baddie"

x6770 name x8772   x9924 name x5783   x8424 name xABCD

player   player   player

x67AA next x9924   next x8424   next x0000
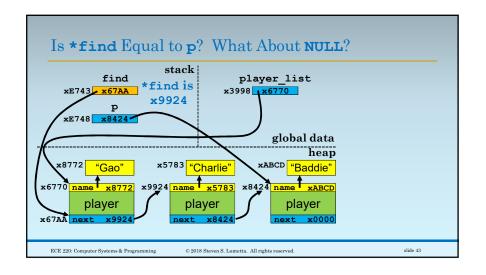
Slide 42

Continue Executing the Loop

And then …

```
for (find = &player_list;
     p != *find;
     find = &(*find)->next) {
    if (NULL == *find) {
        return 0;
    }
}
```

Back to the loop test.

Slide 43

Is ***find** Equal to **p**? What About **NULL**?

find
xE743 x67AA

***find is x9924**

stack

player_list
x3998 x6770

p
xE748 x8424

global data

heap

x8772 "Gao"   x5783 "Charlie"   xABCD "Baddie"

x6770 name x8772   x9924 name x5783   x8424 name xABCD

player   player   player

x67AA next x9924   next x8424   next x0000

Slide 44

Continue Executing the Loop

After the loop test and the loop body…

```
for (find = &player_list;
     p != *find;
     find = &(*find)->next) {
    if (NULL == *find) {
        return 0;
    }
}
```

Execute the loop update.