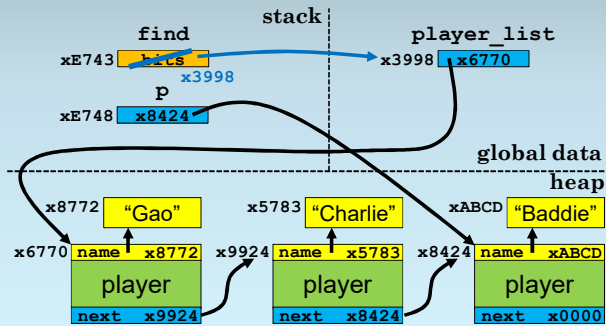


## Initialize find to &player\_list

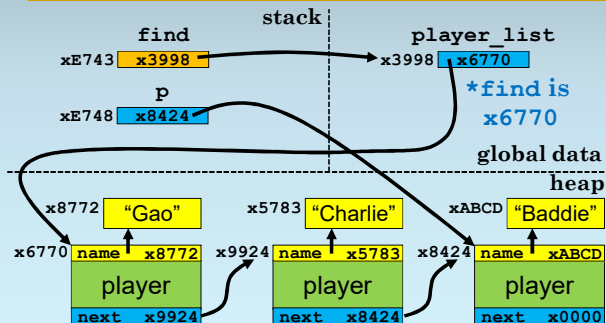


## Continue Executing the Loop

### What happens next?

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

## Is \*find Equal to p?



## Continue Executing the Loop

### What happens next?

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