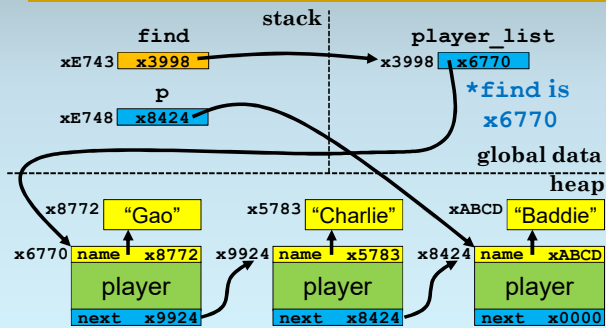


Is *find Equal to NULL?

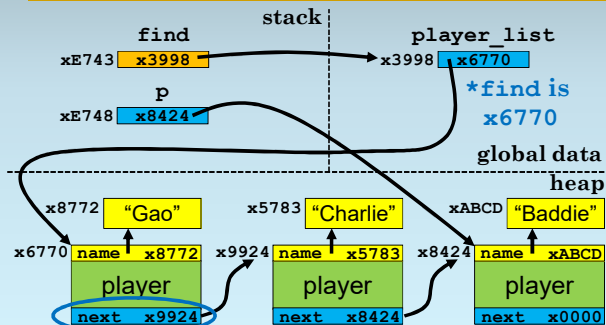


Continue Executing the Loop

What happens next?

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

Where is (*find) ->next?



Compiler Can Calculate Offsets for Each Field

```
struct player_t {
    +x00 char* name;
    +x01 char password[20];
    +x15 int32_t age;
    +x17 int32_t num_games;
    +x19 int32_t score_dist[16];
    +x39 struct game_t* game;
    +x3A player_t* next;
};
```