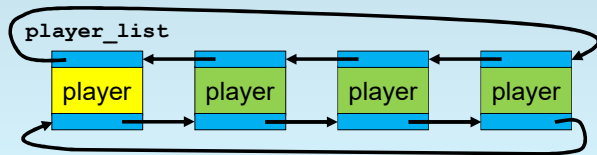


## A Cyclic, Doubly-Linked List with a Sentinel

Drawn below is a **cyclic, doubly-linked list with a sentinel**.

All pointers point to start of target structures (not the middle).



## Easy to Walk Over the List of Players

Let's see how it's used.

**How do we do something for all players?**

```
player_t* p;
for (
    // do something for all players
)
```

Start with an iteration variable **p** and a **for** loop.

## Easy to Walk Over the List of Players

Let's see how it's used.

**How do we do something for all players?**

```
player_t* p;
for (p = player_list.next;
    // do something for all players
)
```

Where is the first player?

## Easy to Walk Over the List of Players

Let's see how it's used.

**How do we do something for all players?**

```
player_t* p;
for (p = player_list.next;
    &player_list != p;
    // do something for all players
)
```

What is the end of the list?  
(Hint: not **NULL**.)