

event_t* always points to start of structure

Structures

```
typedef struct event_t event_t;  
struct event_t {  
    char* name; // dynamically allocated  
    event_t* prev;  
    int8_t hour;  
    int8_t days;  
    event_t* next;  
};
```



What does this look like on lab machines
(64-bit address space with alignment required)