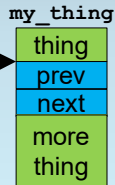


Pitfall: Not Putting the `double_list_t` First

What happens if the `double_list_t` is not first in "thing?"

`&my_thing->d1` points here.

```
struct thing_t {
    // some stuff
    double_list_t d1;
    // the rest of the structure
};
```



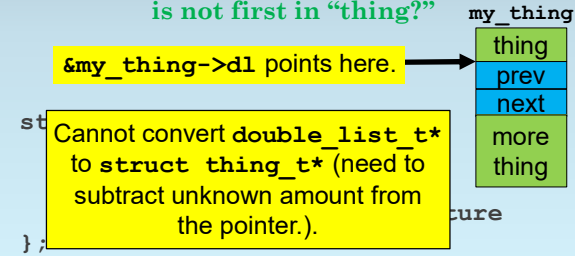
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`double_list_t` MUST be First in Thing!

What happens if the `double_list_t` is not first in "thing?"

`&my_thing->d1` points here.

Cannot convert `double_list_t*` to `struct thing_t*` (need to subtract unknown amount from the pointer.).



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List Removal Requires Only the Element to Remove

To **remove** an element from a list, we **only need** a **pointer** to the **element** to be removed.

For example, we might write:

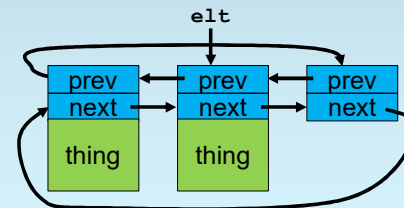
```
void dl_remove (double_list_t* elt);
```

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Structures for Removal Include Only the Element

```
void dl_remove (double_list_t* elt);
```

So we have...



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