

```
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#include <stdlib.h>

struct node {
    int x;
    struct node *next;
};

void fn1(struct node **ptr_head)
{
    struct node *p1 = NULL;

    p1 = *ptr_head;
}

int main()
{
    struct node *p1 = NULL;
    struct node *p2 = NULL;

    p1 = (struct node *) malloc(sizeof(struct node));
    (*p1).x = 10;
    (*p1).next = NULL;

    p2 = (struct node *) malloc(sizeof(struct node));
    (*p2).x = 20;
    (*p2).next = NULL;

    p1->next = p2;

    fn1(&p1);

    return 0;
}
```

## Memory

\*main::p1 → ⊗

\*main::p2 → ⊗

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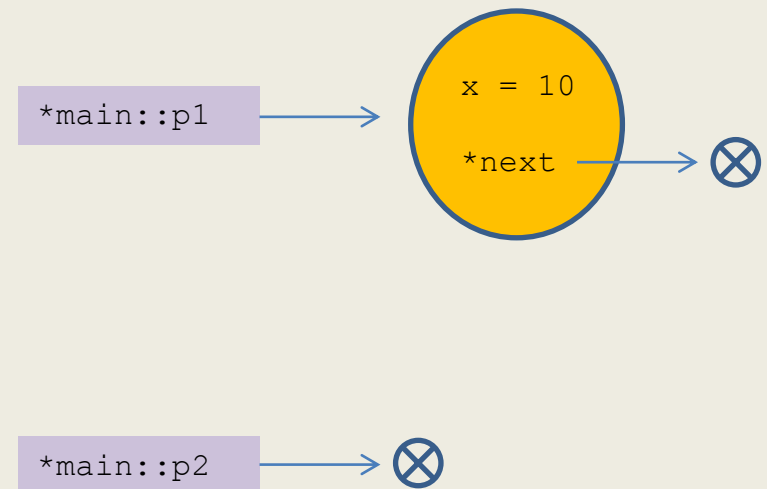
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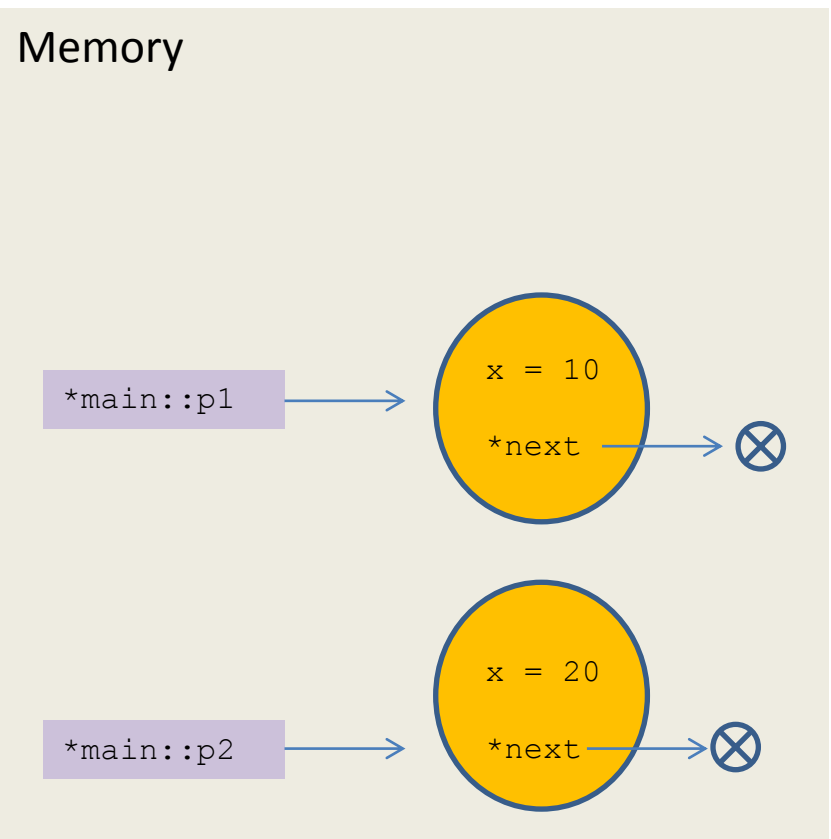
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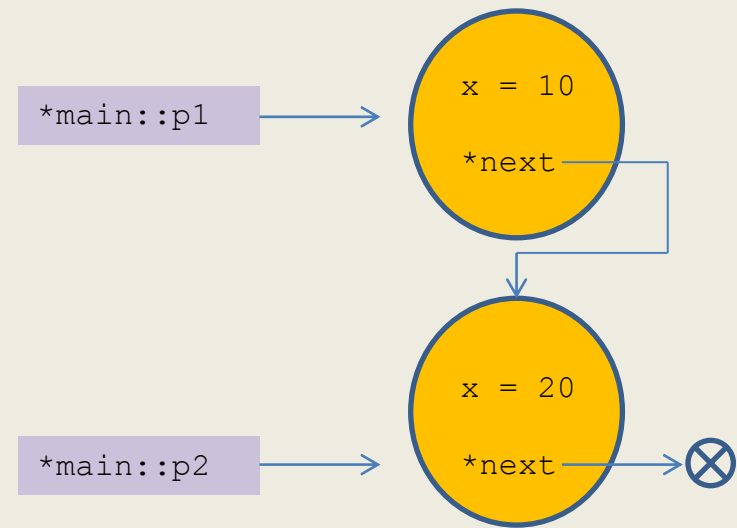
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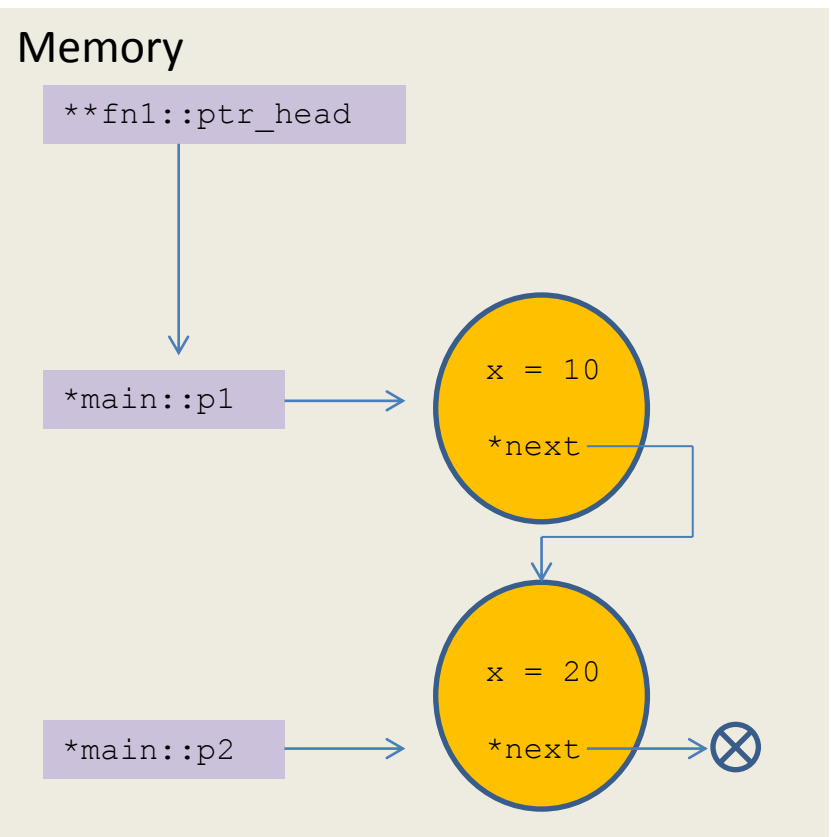
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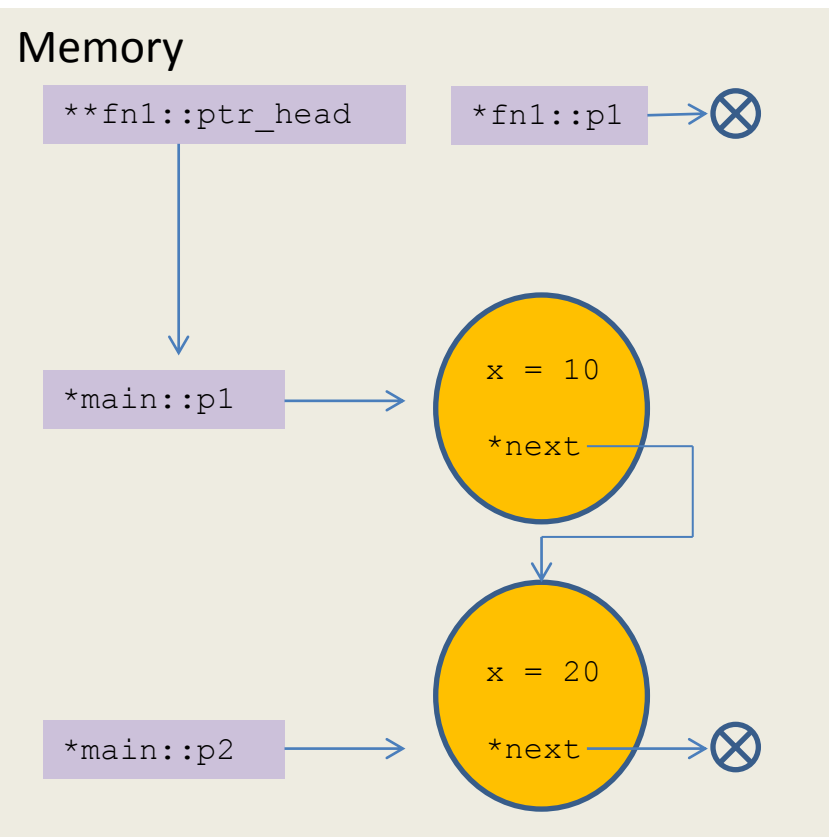
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