1. Declare a new type of structure named, ScrapNode, with three fields. The first field is named, next and is a pointer to another ScrapNode. The second field is named storage, and is a void *. The third field is named size and is an unsigned int.

    typedef struct ScrapNode {
        struct ScrapNode * next;
        void * storage;
        unsigned int size;
    } ScrapNode;

2. Declare a new type of pointer to function named pfn. The type, pfn, should be compatible with the function: bool doIt(char *msg, char* token).

    typedef  bool (*pfn)(char *, char *);

    //Declare a var of type pfn named, myAction, initialized to the function doIt().
    pfn myAction = doIt;

    //Call my action with “hello”, “aloha”.
    if(   myAction("hello", "aloha")  ){}

3. What is the difference between a data type, and an abstract data type.

   The definition of a data type, reveals the names and types of each field in the data structure. An abstract data type hides the data behind a message interface.