



HW6 Report:

Square:

 alvinvn@andromeda-36:~/hw/hw6

```
alvinvn@andromeda-36 00:58:03 ~/hw/hw6
$ g++ -std=c++11 main.cpp -o main
alvinvn@andromeda-36 00:58:08 ~/hw/hw6
$ main
FirstSquare
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
SecondSquare
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
```

Rectangle:

 alvinvn@andromeda-36:~/hw/hw6

```
FirstRectangle
. . . . . . . . .
. . . . . . . . .
. . . . . . . . .
. . . . . . . . .
SecondRectangle
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
```

Circle:

```
alvinvn@andromeda-36:~/hw/hw6
FirstCircle
  * * * * *
 * * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
  * * * * *
    * * * *

SecondCircle
      * * * * *
    * * * * *
  * * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
  * * * * *
    * * * * *
      * * * * *
```

Triangle:

```
alvinvn@andromeda-36:~/hw/hw6

FirstTriangle
.
. .
. . .
. . . .
. . . . .
SecondTriangle
.
. .
. .
. . .
```

Area:

```
alvinvn@andromeda-36:~/hw/hw6

The total area of the shapes on this picture is: 600 square units
alvinvn@andromeda-36 00:58:10 ~/hw/hw6
$ █
```

VALGRIND:

```
alvinvn@sterling-malory-archer:~/hw/hw6
$ valgrind main
==23574== Memcheck, a memory error detector
==23574== Copyright (C) 2002-2013, and GNU GPL'd, by Julian Seward et al.
==23574== Using Valgrind-3.10.0 and LibVEX; rerun with -h for copyright info
==23574== Command: main
==23574==
==23574== Conditional jump or move depends on uninitialised value(s)
==23574==    at 0x4F4D51F: capacity (basic_string.h:781)
==23574==    by 0x4F4D51F: std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >::_M_assign(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> > const&) (basic_string.tcc:264)
==23574==    by 0x4F4D868: assign (basic_string.h:1095)
==23574==    by 0x4F4D868: std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >::operator=(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> > const&) (basic_string.h:551)
==23574==    by 0x401D93: Triangle::Triangle(int, int, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >, double, double) (in /home/alvinvn/hw/hw6/main)
==23574==    by 0x4010AC: main (in /home/alvinvn/hw/hw6/main)
==23574==
==23574== Conditional jump or move depends on uninitialised value(s)
==23574==    at 0x4F4D535: std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >::_M_assign(std::__cxx11::basic_string<char, std::char
```

 alvinvn@sterling-malory-archer:~/hw/hw6

```
==23574== by 0x4014ED: main (in /home/alvinvn/hw/hw6/main)
```

==23574==

FirstSquare

SecondSquare

FirstRectangle

SecondRectangle

FirstCircle

SecondCircle

