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Fill the following table with your solution:

Executable size without using -g : 154248	<p>Why? Program gets bigger with -g because it includes debug symbols. Extra information such as variable names, line numbers, stack names.</p> <p>-O0 disable optimization so debugging matches the source line.</p> <p>-O1 and -O2 change size up or down, in my case it was less than -O0. Why? Optimization can inline functions, remove variables, re-order code. This lead to harder debugging.</p>
Executable size when using -g : 192840	
<p>-O1 : 70104</p> <p>-O2 : 69512</p>	

Bug #	Details			Proposed solution	
	File, line	Function	Description	Description	Modified code
1	employeeClass.cpp	Employee:Employee	We were using the wrong comparison >		(Id > 0) changed to (id < 0)
2	employeeClass.h	We were missing virtual	Missing <code>virtual ~Employee() = default;</code>	We need to set Employee as default	Added virtual and <code>virtual ~Employee() = default; // added this line</code>
3	Department.cpp	CalculateAverage	We were dividing sum / I this is wrong we need to return each case by separate	Added division for each class Employees, Programmers, SoftwareAchite	I added comments in code

Add rows when necessary.