```
gcc ../obj/main.o  -o ../bin/Structures.exe
ankit@ankit:~/Downloads/ScrumProcessManagement/compile$ valgrind ../bin/Structu
res.exe
==2763== Memcheck, a memory error detector
==2763== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==2763== Using Valgrind-3.13.0 and LibVEX; rerun with -h for copyright info
==2763== Command: ../bin/Structures.exe
==2763==
Press '1' to interact as Product Owner
Press '2' to interact as Release Manager
1
****************PRODUCT OWNER****************
Press '1' for Register
Press '2' for Login
2
UserID: ankit
Password: 1111
Successful login
--------------------------------------------------
Select 1 to add the Features in the Product Backlog list
Select 2 to delete the Features from product Backlog List.
Select 3 to Display Feature Backlog List
Enter 4 to Exit.
--------------------------------------------------
4
==2763==
==2763== HEAP SUMMARY:
==2763==     in use at exit: 552 bytes in 1 blocks
==2763==   total heap usage: 4 allocs, 3 frees, 6,696 bytes allocated
==2763==
==2763== LEAK SUMMARY:
==2763==    definitely lost: 0 bytes in 0 blocks
==2763==    indirectly lost: 0 bytes in 0 blocks
==2763==      possibly lost: 0 bytes in 0 blocks
==2763==    still reachable: 552 bytes in 1 blocks
==2763==         suppressed: 0 bytes in 0 blocks
==2763== Rerun with --leak-check=full to see details of leaked memory
==2763==
==2763== For counts of detected and suppressed errors, rerun with: -v
==2763== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
ankit@ankit:~/Downloads/ScrumProcessManagement/compile$
```