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Fill the following table with your solution:

| **Executable size without using –g :** 193380 | | | | **Why?**  Making a program debuggable adds a lot of complexity to the executable | |
| --- | --- | --- | --- | --- | --- |
| **Executable size when using –g :** 324708 | | | |
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|  | | | | | |
| **Bug #** | **Details** | | | **Proposed solution** | |
| File, line | Function name | Description | Description | Modified code |
| **1** | employeeClass.cpp, 16 | Employee::Employee | Id was stored as 0 if the given id was greater than 0 | Swap id to be stored if it is greater then 0 and set to 0 else | (Id > 0) ID = id : ID = 0; |
| **2** | employeeClass.cpp, 18 | Employee::Employee | jobTitle wasn’t stored to member variable due to the variable and input names being the same | Use this->jobTitle to store title to member variable | this->jobTitle = jobTitle; |
| **3** | employeeClass.h, 30 | Employee::print() | Needed to be virtual so subclasses could override the method | Set print() to virtual | virtual void print(); |
| **4** | department.cpp, 66  department.h, 34 | calculateAverageSalary | needs to return double | set the return type to double instead of int | double calculateAverageSalary |
| **5** | department.cpp, 95 | calculateAverageSalary | if i = 0, return sum, not sum/i | use ternary to return sum if i == 0 | return (i==0)? sum: sum/i; |
| **6** | department.cpp, 176 | getAllProjectIDs | result is unsorted | use sort() to sort vector before returning | sort(result->begin(), result->end()); |