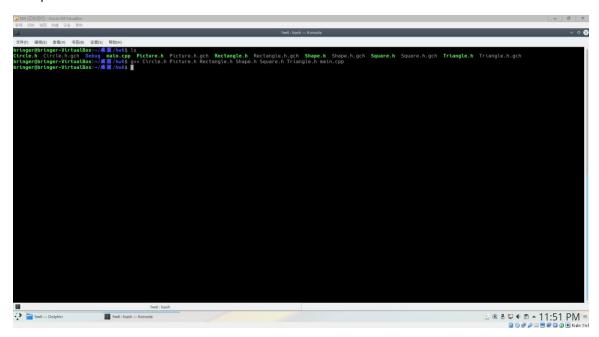
## Problem 1:

## Compile:



## Problem 2:

## Valgrind:

