Problems with fire alarm

* Within the code, there were 5 instances wherein the data was malloc’d, to which 4 of them failed to free the memory after they were done with it.

Fix: I made sure that the code malloc’d variables were free after each instance where they were no longer being used.

* Upon compiling, we received an assignment discards 'volatile' qualifier from pointer target type for pthread pointers. There were variables within the code that did not require preventing optimizations

Fix: to combat this, we simply removed the unnecessary volatile variables from the code and the errors ended up disappearing

* There were an issue with casting to certain types of different sizes, generating a Casting warning.

Fix: The fix for this was very simple. We changed the value being casted to its address instead (i-> &i), this caused the issue to go away.

* After successfully being able to compile, we found a Segmentation fault that stopped fire alarm from running.

Fix: Still being investigated

* We noticed that there were some dereferenced pointers that were still being pointed to by the program, which would not work given that you cannot do that

Fix: I pointed to the pointer before it was dereferenced to avoid the error.