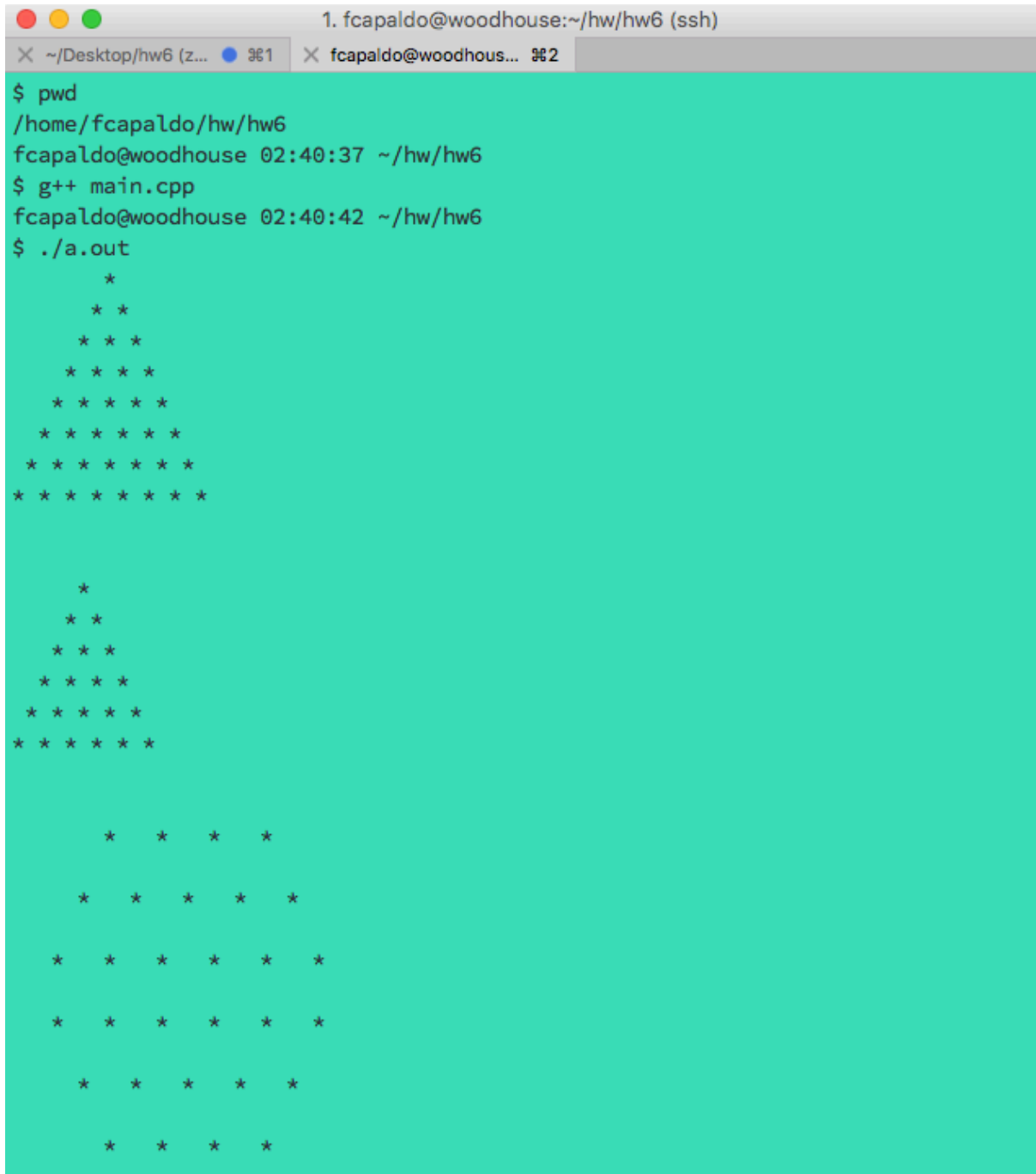


Homework 6 – Federico Capaldo

The following screenshots are of the output my main.cpp, in which I created 8 Shapes as required by the homework, drew them and in the end printed the total area.

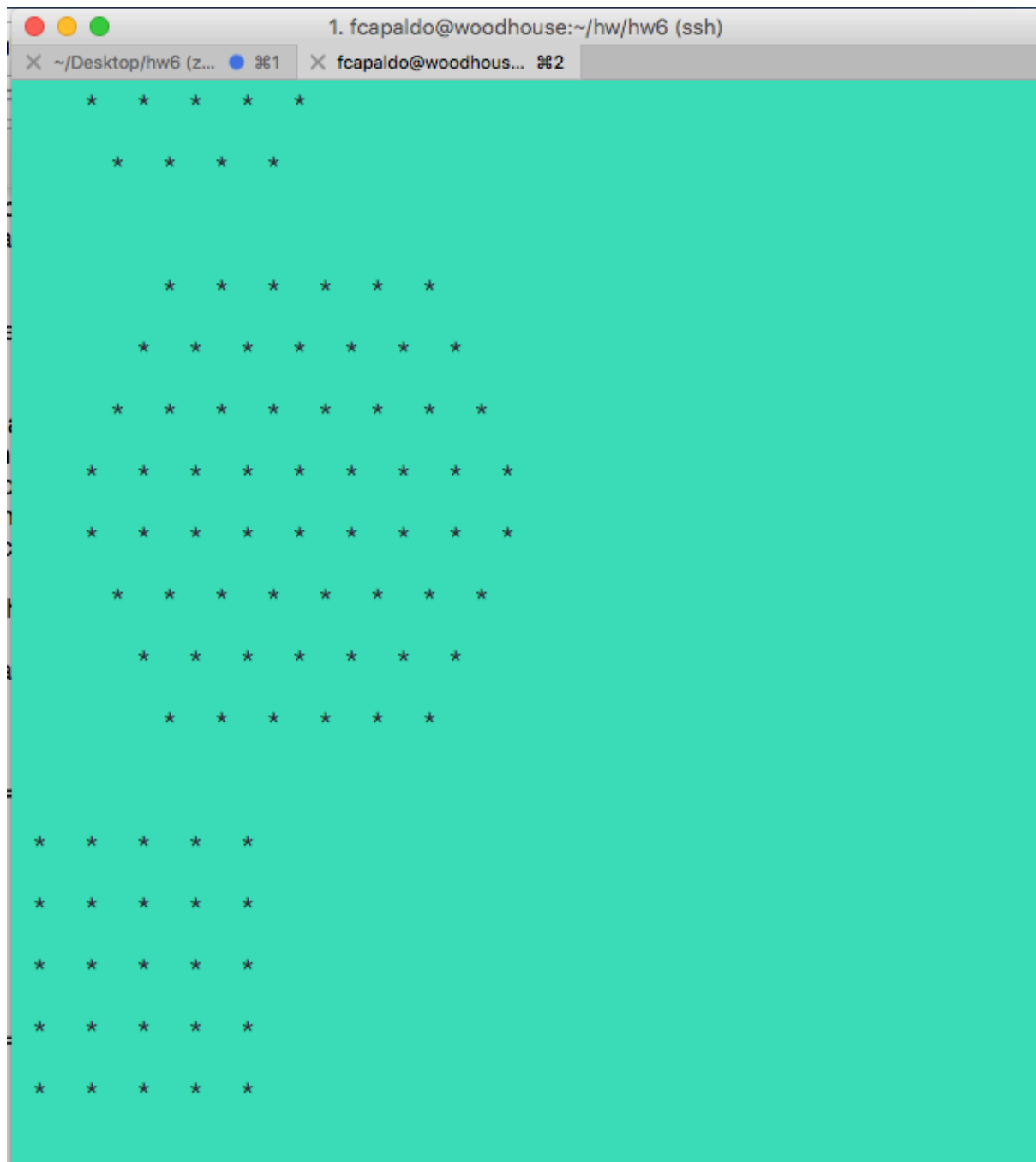


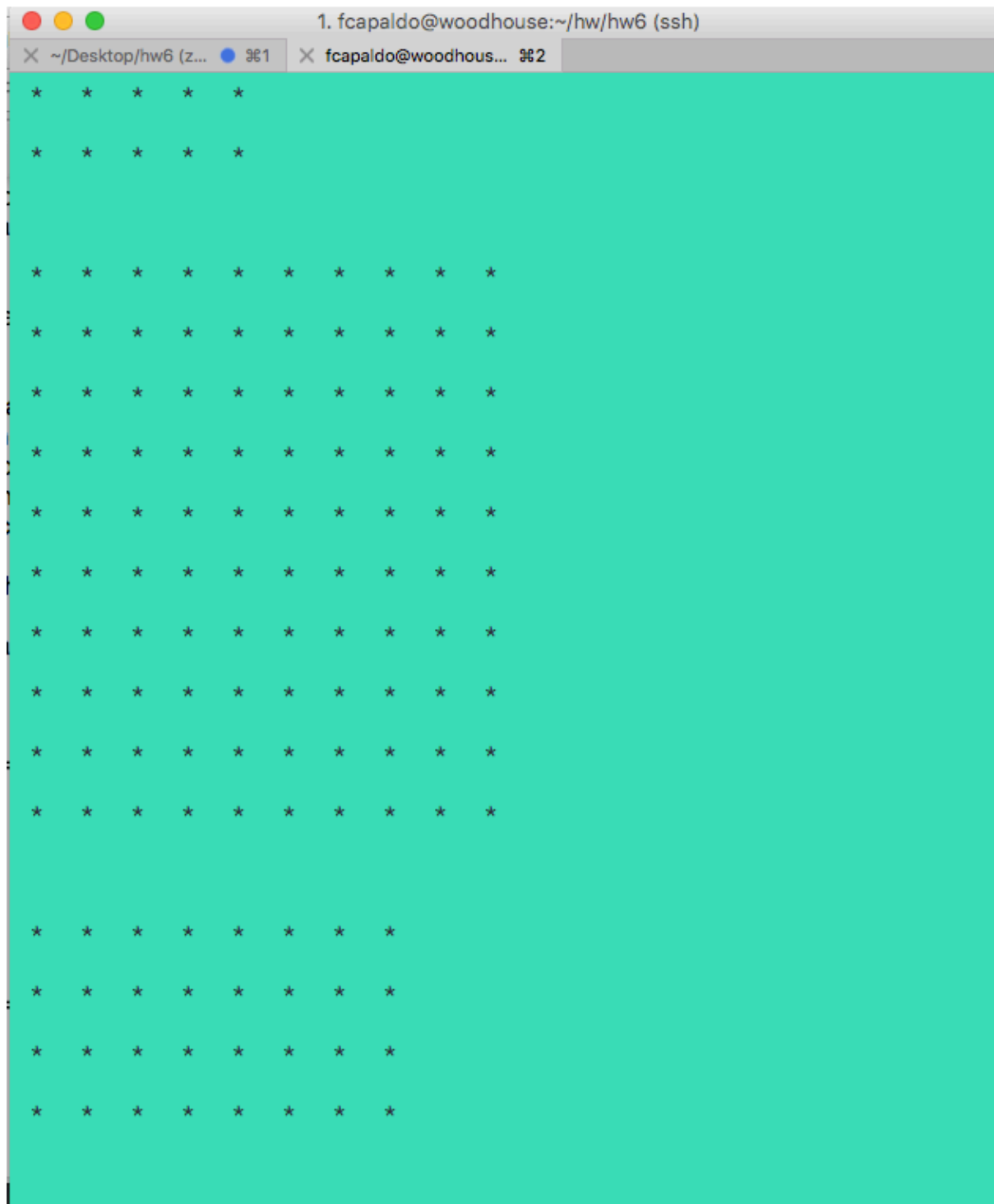
```
1. fcapaldo@woodhouse:~/hw/hw6 (ssh)
~/Desktop/hw6 (z... 1
fcapaldo@woodhouse 02:40:37 ~/hw/hw6
$ pwd
/home/fcapaldo/hw/hw6
fcapaldo@woodhouse 02:40:42 ~/hw/hw6
$ g++ main.cpp
fcapaldo@woodhouse 02:40:42 ~/hw/hw6
$ ./a.out

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1. fcapaldo@woodhouse:~/hw/hw6 (ssh)
~/Desktop/hw6 (z... 1
fcapaldo@woodhous... 2

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The total area of the shapes on this picture is 600.199 square units.
fcapaldo@woodhouse 02:41:09 ~/hw/hw6
$
```

Note the last line which contains the message of the total area, where the actual area is calculated dynamically based on the shapes added to the Picture object.

Valgrind Report: Destructor was successfully implemented and there are no memory leaks.

```
1. fcapaldo@woodhouse:~/hw/hw6 (ssh)
~/Desktop/hw6 (zsh) 1 X fcapaldo@woodhous... 2
$ g++ main.cpp
fcapaldo@woodhouse 02:31:00 ~/hw/hw6
$ valgrind ./a.out
==20044== Memcheck, a memory error detector
==20044== Copyright (C) 2002-2013, and GNU GPL'd, by Julian Seward et al.
==20044== Using Valgrind-3.10.0 and LibVEX; rerun with -h for copyright info
==20044== Command: ./a.out
==20044==
==20044==
==20044== HEAP SUMMARY:
==20044==    in use at exit: 72,704 bytes in 1 blocks
==20044==    total heap usage: 1 allocs, 0 frees, 72,704 bytes allocated
==20044==
==20044== LEAK SUMMARY:
==20044==    definitely lost: 0 bytes in 0 blocks
==20044==    indirectly lost: 0 bytes in 0 blocks
==20044==    possibly lost: 0 bytes in 0 blocks
==20044==    still reachable: 72,704 bytes in 1 blocks
==20044==    suppressed: 0 bytes in 0 blocks
==20044== Rerun with --leak-check=full to see details of leaked memory
==20044==
==20044== For counts of detected and suppressed errors, rerun with: -v
==20044== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 1 from 1)
fcapaldo@woodhouse 02:31:05 ~/hw/hw6
$
```