

Le Mans Université  
Licence Informatique *2ème année*  
Module 174UP02 Conduite de projet

## **Rapport de projet The Hive**

### **Annexe 2 - Utilisation outil valgrind**

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L'outil valgrind a été utilisé pour vérifier les éventuelles fuites de mémoire.

```
Left hand: pistol
Right hand: pistol
Enemy weapon: baseball bat

Distance: 3

1. Get closer.
2. Move away.
3. Get in cover.
4. Attack with a weapon in your left hand.
5. Attack with a weapon in your right hand.
5. Try to run away.
Your choice: ^C==20905==
==20905== Process terminating with default action of signal 2 (SIGINT)
==20905== at 0x4F4C081: read (read.c:27)
==20905== by 0x4EC9147: _IO_file_underflow@@GLIBC_2.2.5 (fileops.c:531)
==20905== by 0x4ECA3F1: _IO_default_uflow (genops.c:380)
==20905== by 0x4EA7BE9: _IO_vfscanf (vfscanf.c:630)
==20905== by 0x4EB7FD7: __isoc99_scanf (isoc99_scanf.c:37)
==20905== by 0x109AF5: combat (in /home/cucumber/workspace/Project/The-Hive/Version1 The Hive/bin/test_combat)
==20905== by 0x109FCA: main (in /home/cucumber/workspace/Project/The-Hive/Version1 The Hive/bin/test_combat)
==20905==
==20905== HEAP SUMMARY:
==20905== in use at exit: 1,492 bytes in 3 blocks
==20905== total heap usage: 7 allocs, 4 frees, 8,188 bytes allocated
==20905==
==20905== LEAK SUMMARY:
==20905== definitely lost: 0 bytes in 0 blocks
==20905== indirectly lost: 0 bytes in 0 blocks
==20905== possibly lost: 0 bytes in 0 blocks
==20905== still reachable: 1,492 bytes in 3 blocks
==20905== suppressed: 0 bytes in 0 blocks
==20905== Reachable blocks (those to which a pointer was found) are not shown.
==20905== To see them, rerun with: --leak-check=full --show-leak-kinds=all
==20905==
==20905== For counts of detected and suppressed errors, rerun with: -v
==20905== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
```

FIGURE 1 – Capture d'écran 1 - Valgrind

```
Quitter: -1

N° -1
==21210==
==21210== HEAP SUMMARY:
==21210== in use at exit: 1,440 bytes in 1 blocks
==21210== total heap usage: 9 allocs, 8 frees, 10,344 bytes allocated
==21210==
==21210== 1,440 bytes in 1 blocks are definitely lost in loss record 1 of 1
==21210== at 0x4C2FB0F: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==21210== by 0x108C9D: main (in /home/cucumber/workspace/Project/The-Hive/Version1 The Hive/bin/menu)
==21210==
==21210== LEAK SUMMARY:
==21210== definitely lost: 1,440 bytes in 1 blocks
==21210== indirectly lost: 0 bytes in 0 blocks
==21210== possibly lost: 0 bytes in 0 blocks
==21210== still reachable: 0 bytes in 0 blocks
==21210== suppressed: 0 bytes in 0 blocks
==21210==
==21210== For counts of detected and suppressed errors, rerun with: -v
==21210== ERROR SUMMARY: 1 errors from 1 contexts (suppressed: 0 from 0)
```

FIGURE 2 – Capture d'écran 2 - Valgrind

```

===== INFO JOUEUR =====
PV = 98 PE = 76 PA = 4
Position joueur: x = 12 y = 6 forêt [NATURE]
Il vous reste actuellement 8 tours avant qu'il ne soit trop tard pour vous enfuir.
=====

[Menu principal]
1 - Fouiller la zone
2 - Gérer l'inventaire
3 - Gérer l'équipement
4 - Se déplacer ailleurs
5 - Pêcher
6 - Regarder la carte (carte nécessaire)
7 - Se reposer et guérir
8 - Fin du tour
9 - Sauvegarder le jeu et quitter
10 - Aide
Quitter: -1

Que souhaitez-vous faire ? -1
==21142==
==21142== HEAP SUMMARY:
==21142==    in use at exit: 1,440 bytes in 1 blocks
==21142== total heap usage: 17 allocs, 16 frees, 28,936 bytes allocated
==21142==
==21142== LEAK SUMMARY:
==21142==    definitely lost: 0 bytes in 0 blocks
==21142==    indirectly lost: 0 bytes in 0 blocks
==21142==    possibly lost: 0 bytes in 0 blocks
==21142==    still reachable: 1,440 bytes in 1 blocks
==21142==    suppressed: 0 bytes in 0 blocks
==21142== Reachable blocks (those to which a pointer was found) are not shown.
==21142== To see them, rerun with: --leak-check=full --show-leak-kinds=all
==21142==
==21142== For counts of detected and suppressed errors, rerun with: -v
==21142== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)

```

FIGURE 3 – Capture d'écran 3 - Valgrind