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Annexe Valgrind Client_textuel2

```
==10790== Memcheck, a memory error detector
==10790== Copyright (C) 2002-2015, and GNU GPL'd, by Julian Seward et al.
==10790== Using Valgrind-3.12.0.SVN and LibVEX; rerun with -h for copyright info
==10790== Command: ./client_texte2
==10790== Parent PID: 2187
==10790==
==10790== Invalid write of size 1
==10790==    at 0x10974A: gen_random (client_texte2.c:173)
==10790==    by 0x10A27E: main (client_texte2.c:417)
==10790==  Address 0x63c5c8f is 0 bytes after a block of size 15 alloc'd
==10790==   at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==    by 0x10A242: main (client_texte2.c:415)
==10790==
==10790== Invalid read of size 1
==10790==   at 0x4C2FD44: strlen (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==    by 0x1090EC: open_client_sockets (client_texte2.c:22)
==10790==    by 0x1093A3: create_client_data (client_texte2.c:80)
==10790==    by 0x10A2BA: main (client_texte2.c:421)
==10790==  Address 0x63c5c8f is 0 bytes after a block of size 15 alloc'd
==10790==   at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==    by 0x10A242: main (client_texte2.c:415)
==10790==
==10790== Invalid read of size 1
==10790==   at 0x4C2FD44: strlen (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==    by 0x109158: open_client_sockets (client_texte2.c:25)
==10790==    by 0x1093A3: create_client_data (client_texte2.c:80)
==10790==    by 0x10A2BA: main (client_texte2.c:421)
==10790==  Address 0x63c5c8f is 0 bytes after a block of size 15 alloc'd
==10790==   at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==    by 0x10A242: main (client_texte2.c:415)
==10790==
==10790== Invalid write of size 8
==10790==    at 0x109BB1: unserialize_word_list (client_texte2.c:255)
==10790==    by 0x10A33E: main (client_texte2.c:431)
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==10790==    Address 0x63f18b0 is 0 bytes after a block of size 16 alloc'd
==10790==     at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x109A92: unserialize_word_list (client_texte2.c:238)
==10790==       by 0x10A33E: main (client_texte2.c:431)
==10790==
==10790== Thread 4:
==10790== Invalid free() / delete / delete[] / realloc()
==10790==     at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x10A01C: game_timer (client_texte2.c:347)
==10790==       by 0x50C2709: start_thread (pthread_create.c:333)
==10790==       by 0x53E10AE: clone (clone.S:105)
==10790==    Address 0x63c5c80 is 0 bytes inside a block of size 15 free'd
==10790==     at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x109415: destroy_client_data (client_texte2.c:93)
==10790==       by 0x109FE6: game_timer (client_texte2.c:342)
==10790==       by 0x50C2709: start_thread (pthread_create.c:333)
==10790==       by 0x53E10AE: clone (clone.S:105)
==10790==    Block was alloc'd at
==10790==     at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x10A242: main (client_texte2.c:415)
==10790==
==10790== Invalid free() / delete / delete[] / realloc()
==10790==     at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x10A037: game_timer (client_texte2.c:350)
==10790==       by 0x50C2709: start_thread (pthread_create.c:333)
==10790==       by 0x53E10AE: clone (clone.S:105)
==10790==    Address 0x63c5cd0 is 0 bytes inside a block of size 20 free'd
==10790==     at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x109432: destroy_client_data (client_texte2.c:96)
==10790==       by 0x109FE6: game_timer (client_texte2.c:342)
==10790==       by 0x50C2709: start_thread (pthread_create.c:333)
==10790==       by 0x53E10AE: clone (clone.S:105)
==10790==    Block was alloc'd at
==10790==     at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10790==       by 0x10A25E: main (client_texte2.c:416)
==10790==
==10790==
==10790== HEAP SUMMARY:
==10790==      in use at exit: 288 bytes in 1 blocks
==10790==   total heap usage: 19,395 allocs, 19,396 frees, 60,197,006,899 bytes allocated
==10790==
==10790== LEAK SUMMARY:
==10790==    definitely lost: 0 bytes in 0 blocks
==10790==    indirectly lost: 0 bytes in 0 blocks
==10790==      possibly lost: 288 bytes in 1 blocks
==10790==    still reachable: 0 bytes in 0 blocks
==10790==         suppressed: 0 bytes in 0 blocks
==10790== Rerun with --leak-check=full to see details of leaked memory
==10790==
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==10790== For counts of detected and suppressed errors, rerun with: -v
==10790== ERROR SUMMARY: 6 errors from 6 contexts (suppressed: 0 from 0)
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