
UE Etude de cas
Annexe Valgrind Client_textuel1

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Annexe Valgrind Client_textuel1

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==10131== Memcheck, a memory error detector
==10131== Copyright (C) 2002-2015, and GNU GPL'd, by Julian Seward et al.
==10131== Using Valgrind-3.12.0.SVN and LibVEX; rerun with -h for copyright info
==10131== Command: ./client_texte1
==10131== Parent PID: 10080
==10131==
==10131== Invalid write of size 1
==10131==    at 0x109508: gen_random (client_texte1.c:164)
==10131==    by 0x109B53: main (client_texte1.c:305)
==10131== Address 0x63c5c8f is 0 bytes after a block of size 15 alloc'd
==10131==    at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x109B17: main (client_texte1.c:303)
==10131==
==10131== Invalid read of size 1
==10131==    at 0x4C2FD44: strlen (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x108F8C: open_client_sockets (client_texte1.c:20)
==10131==    by 0x109243: create_client_data (client_texte1.c:84)
==10131==    by 0x109B8F: main (client_texte1.c:309)
==10131== Address 0x63c5c8f is 0 bytes after a block of size 15 alloc'd
==10131==    at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x109B17: main (client_texte1.c:303)
==10131==
==10131== Invalid read of size 1
==10131==    at 0x4C2FD44: strlen (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x108FF8: open_client_sockets (client_texte1.c:23)
==10131==    by 0x109243: create_client_data (client_texte1.c:84)
==10131==    by 0x109B8F: main (client_texte1.c:309)
==10131== Address 0x63c5c8f is 0 bytes after a block of size 15 alloc'd
==10131==    at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x109B17: main (client_texte1.c:303)
==10131==
==10131== Thread 4:
==10131== Invalid free() / delete / delete[] / realloc()
==10131==    at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
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==10131==    by 0x1099D3: game_timer (client_texte1.c:258)
==10131==    by 0x50C2709: start_thread (pthread_create.c:333)
==10131==    by 0x53E10AE: clone (clone.S:105)
==10131== Address 0x63c5c80 is 0 bytes inside a block of size 15 free'd
==10131== at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x109294: destroy_client_data (client_texte1.c:96)
==10131==    by 0x1099B8: game_timer (client_texte1.c:255)
==10131==    by 0x50C2709: start_thread (pthread_create.c:333)
==10131==    by 0x53E10AE: clone (clone.S:105)
==10131== Block was alloc'd at
==10131== at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x109B17: main (client_texte1.c:303)
==10131==
==10131== Invalid free() / delete / delete[] / realloc()
==10131== at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x1099EE: game_timer (client_texte1.c:262)
==10131==    by 0x50C2709: start_thread (pthread_create.c:333)
==10131==    by 0x53E10AE: clone (clone.S:105)
==10131== Address 0x63c5cd0 is 0 bytes inside a block of size 20 free'd
==10131== at 0x4C2DD6B: free (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x1092B1: destroy_client_data (client_texte1.c:100)
==10131==    by 0x1099B8: game_timer (client_texte1.c:255)
==10131==    by 0x50C2709: start_thread (pthread_create.c:333)
==10131==    by 0x53E10AE: clone (clone.S:105)
==10131== Block was alloc'd at
==10131== at 0x4C2EB55: calloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==10131==    by 0x109B33: main (client_texte1.c:304)
==10131==
==10131==
==10131== HEAP SUMMARY:
==10131==    in use at exit: 288 bytes in 1 blocks
==10131== total heap usage: 55,363 allocs, 55,364 frees, 172,809,307,939 bytes allocated
==10131==
==10131== LEAK SUMMARY:
==10131==    definitely lost: 0 bytes in 0 blocks
==10131==    indirectly lost: 0 bytes in 0 blocks
==10131==    possibly lost: 288 bytes in 1 blocks
==10131==    still reachable: 0 bytes in 0 blocks
==10131==    suppressed: 0 bytes in 0 blocks
==10131== Rerun with --leak-check=full to see details of leaked memory
==10131==
==10131== For counts of detected and suppressed errors, rerun with: -v
==10131== ERROR SUMMARY: 5 errors from 5 contexts (suppressed: 0 from 0)

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