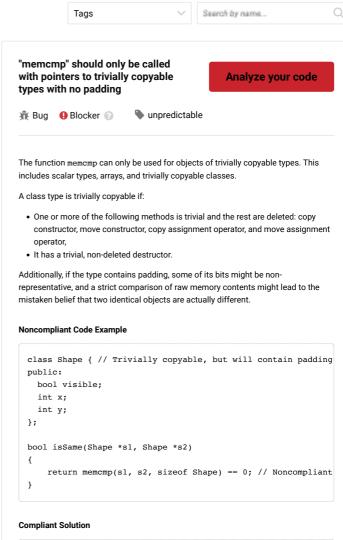




with no padding

👬 Bug





```
class Shape {
public:
   bool visible;
   int x;
   int y;
};

bool operator==(Shape const &s1, Shape const &s2) {
   return s1.visible == s2.visible && s1.x == s2.x && s1.y == ;
}

bool isSame(Shape *s1, Shape *s2) {
   return (*s1) == (*s2);
}
```

 Stack allocated memory and nonowned memory should not be freed

👬 Bug

Closed resources should not be accessed

🕕 Bug

Dynamically allocated memory should be released

🕕 Bug

Freed memory should not be used

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