

Bug #	Description of Bug	Location of Bug	Steps to Recreate Bug and/or Test Case #	Root Cause Analysis Notes
1	Party pointers are not freed. This was chosen to be ignored since it is not technically a memory leak as the pointers are still accessible according to Valgrind.	N/A (PartyList.cpp)	<ol style="list-style-type: none"> 1. Valgrind the executable 2. Finish running the program 3. Notice that there are pointers 'still accessible' 	The vector of Party pointers in PartyList.cpp is not freed because this caused a double-free. The vector of Candidate pointers was able to be deleted normally, which raises questions.