```
Allocating array of size 20
Allocating array of size 40
calling copy constructor of size 20
Allocating array of size 20
calling equal pperator size 20
Freeng array of size 40
Allocating array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Allocating array of size 20
Allocating array of size 40
calling move constructor of size 20
calling move equal operator size 40
Nothing freed. Array was taken by move/equal operator
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Freeng array of size 20
Freeng array of size 40
allocated space 60
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 0
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
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Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
```

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Nothing freed. Array was taken by move/equal operator
Allocating array of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
allocated space 200
freed      space 0
swapping 0 to 9
calling move constructor of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
swapping 1 to 8
calling move constructor of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
swapping 2 to 7
calling move constructor of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
swapping 3 to 6
calling move constructor of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
swapping 4 to 5
calling move constructor of size 20
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
calling move equal operator size 20
Nothing freed. Array was taken by move/equal operator
Nothing freed. Array was taken by move/equal operator
allocated space 200
freed      space 0
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
Freeng array of size 20
allocated space 200
freed      space 200
Allocating array of size 1000
calling copy constructor of size 1000
Allocating array of size 1000
pass_by_value
Freeng array of size 1000
Freeng array of size 1000
allocated space 2200
freed      space 2200
Allocating array of size 1000
calling move constructor of size 1000
```

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pass_by_value
Freeng array of size 1000
Nothing freed. Array was taken by move/equal operator
allocated space 1000
freed     space 1000
Allocating array of size 2000
return_by_value
calling move constructor of size 2000
Nothing freed. Array was taken by move/equal operator
Freeng array of size 2000
allocated space 2000
freed     space 2000
allocated space 0
freed     space 0
```