## **Suggestion for Extra Credit on HW #5**

Add a "Kill Zombies!" button which, when clicked, deletes from the Alive linked list all people with *zombie* status, and inserts them into the Cemetery linked list.

## **Beware of Memory Leaks!!!**

Caused when you allocate memory with **new**, but don't deallocate with **delete** before program ends.

This will be considered the same as if your program crashed! (-10 pts.)

How to tell if your program has memory leaks:

- (1) Nasty error message dialog when program terminates, and/or
- (2) When you run your program using **Start** instead of **Start Without Debugging**, there will be a **Detected memory leaks!** message in the Debug window.