```
int* p;
int* q = p;
p = new int;
*p = 55;
std::cout << *q << std::endl;
Solution: This code contains a dereference of an uninitialized pointer. This may cause a segmentation fault at
runtime, or unexpected output. Add \mathbf{q}=\mathbf{p} before the cout statement to fix the problem, change *q to *p or put a
value in q before new p.
std::vector<std::string> > pets;
pets.push_back("cat");
pets.push_back("dog");
pets.push_back("elephant");
std::cout << pets[1] << " " << pets[2] << " " << pets[3] << std::endl;
Solution: An attempt was made to reference a vector element that was not allocated. The solution is to reduce
each index by 1. There was also extra > on the first line, removing the extra > was another solution.
std::cout << pets[0] << " " << pets[1] << " " << pets[2] << std::endl;
std::vector<std::string>& Vectorfy(const std::string& s) {
  std::vector<std::string> v;
  v.push_back(s);
 return v;
Solution: The function is returning a reference to a local variable. Return a copy.
std::vector<std::string> Vectorfy(const std::string& s)
Solution:
bool WordInVector(const std::vector<std::string>& vec, const std::string& word, unsigned int& position,
                 unsigned int start_position) {
    for(unsigned int i=start_position; i<vec.size(); i++){</pre>
        if (vec[i] == word){
           position = i;
           return true:
    return false;
Solution:
std::vector<int> count_phrase(const std::vector<std::string>& words, const std::string& phrase){
  std::vector<int> ret(words.size(),0);
   //Check each word
  for(unsigned int i=0; i<words.size(); i++){</pre>
     //Go letter by letter for starting position
     for(unsigned int j=0; j<words[i].size(); j++){</pre>
       unsigned int k;
       //Check if the substring is found starting at words[i][j+k]
       for(k=0; k<phrase.size() && j+k < words[i].size(); k++){</pre>
         if(words[i][j+k] != phrase[k]){
            break;
         }
       }
       //Found the whole phrase
       if(k==phrase.size()){
            ret[i]++;
    }
  return ret;
```