HW1-Report

- At citizen.h, I made getAppSlot and getHasApp methods const, so the values won't be changeable, only readable.

-At time.h, since the type of getTime method is char* (It returns a char array as expected in HW), I allocated the memory dynamically. So whenever it's called, the memory should be freed. Otherwise there will be a memory leak (I didn't need to use this method so I have to explain here).

Here is an example of what should be done:

```
        char *a= it->getAppTime().getTime(); // a points to the first element of dynamically
allocated memory

        delete[]a;
```

-While I was compiling on SSH, it gave an error like "to_string is not a member of std" which is not true. The problem is that SSH was using an old version of gcc to compile. So if you use SSH, it should be compiled like this:

g++ -std=c++11 main.cpp Time.cpp Citizen.cpp CivilRegistry.cpp