

```
1 #include "RatATat.h"
2 #include <string>
3 #include <time.h>
4 #include <iostream>
5 using namespace std;
6
7 #define _CRTDBG_MAP_ALLOC
8 #include <crtdbg.h>
9 #ifdef _DEBUG
10 #ifndef DBG_NEW
11 #define DBG_NEW new ( _NORMAL_BLOCK , __FILE__ , __LINE__ )
12 #define new DBG_NEW
13 #endif
14 #endif
15
16 void test()
17 {
18     srand(time(NULL));
19     RatATat rat;
20     rat.add_player("Human");
21     rat.play();
22 }
23
24 int main()
25 {
26     test();
27     cout << "leaks: " << _CrtDumpMemoryLeaks();
28     return 0;
29 }
30
31
32
```