

# check50

cs50/problems/2025/x/recover

:) recover.c exists.

## Log

```
checking that recover.c exists...
```

:) recover.c compiles.

## Log

```
running clang recover.c -o recover -std=c11 -ggdb -lm -lcs50...
```

:) handles lack of forensic image

## Log

```
running ./recover...
```

```
checking that program exited with status 1...
```

:) recovers 000.jpg correctly

## Log

```
running ./recover card.raw...
```

```
checking that program exited with status 0...
```

```
checking that 000.jpg exists...
```

```
hashing 000.jpg...
```

:) recovers middle images correctly

## Log

```
running ./recover card.raw...
```

```
checking that program exited with status 0...
```

```
checking that 001.jpg exists...
```

```
hashing 001.jpg...
```

```
checking that 002.jpg exists...
```

```
hashing 002.jpg...
```

```
checking that 003.jpg exists...
```

```
hashing 003.jpg...
```

```
checking that 004.jpg exists...
```

```
hashing 004.jpg...
checking that 005.jpg exists...
hashing 005.jpg...
checking that 006.jpg exists...
```

:) recovers 049.jpg correctly

**Log**

```
running ./recover card.raw...
checking that program exited with status 0...
checking that 049.jpg exists...
hashing 049.jpg...
```

:) program is free of memory errors

**Log**

```
running valgrind --show-leak-kinds=all --xml=yes --xml-file=/tmp/tmpob3x4qt6 --
./recover card.raw...
checking for valgrind errors...
```