

check50

cs50/problems/2025/x/inheritance

:) inheritance.c exists

Log

```
checking that inheritance.c exists...
```

:) inheritance.c compiles

Log

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

:) inheritance compiles

Log

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

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

:) create_family creates correct size of family

Log

```
running ./inheritance_test...
```

```
checking for output "size_true.*"...
```

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

:) create_family follows inheritance rules 1

Log

```
running ./inheritance_test...
```

```
checking for output ".*allele_true.*"...
```

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

:) create_family follows inheritance rules 2

Log

```
running ./inheritance_test...
checking for output ".*allele_true.*"...
checking that program exited with status 0...
```

:) create_family follows inheritance rules 3

Log

```
running ./inheritance_test...
checking for output ".*allele_true.*"...
checking that program exited with status 0...
```

:) create_family follows inheritance rules 4

Log

```
running export CHECK50_STATIC_INHERITANCE_ENABLED=1 && ./inheritance_test...
checking for output ".*allele_true.*"...
checking that program exited with status 0...
```

:) free_family results in no memory leakages

Log

```
running valgrind --show-leak-kinds=all --xml=yes --xml-file=/tmp/tmpkjd7tru --
./inheritance...
checking that program exited with status 0...
checking for valgrind errors...
```