



*duck of the week - a  
so-called 'memory duck'*

#### WHILE WAITING:

Download **Smiley** (from labs)  
and **License** (from the extra  
practice page on my website)  
to your codespace!

# CS50 Week 4 Lab

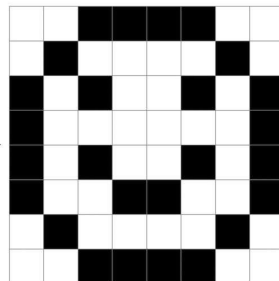
Gabe LeBlanc | 9/28/22

## Notes From Pset 3

- !
- Inline Comments
- See design guide Gabe sent via email!

## Lab 4: Smiley

```
1 1 0 0 0 0 1 1
1 0 1 1 1 1 0 1
0 1 0 1 1 0 1 0
0 1 1 1 1 1 1 0
0 1 0 1 1 0 1 0
0 1 1 0 0 1 1 0
1 0 1 1 1 1 0 1
1 1 0 0 0 0 1 1
```



1. Read the README.md file for context
2. Examine the colorize.c file - it's completed for you, but what do you recognize from lecture? What confuses you? Ask if unsure what something means or does!
3. Complete the helpers.c file!

## Exercise: License



1. Read the README.md file for context
2. Examine the license.c file - what do you recognize from lecture? What confuses you? Ask if unsure what something means or does!
3. Debug with Debug50
4. Use valgrind to check for memory leaks

**[tinyurl.com/gabecs50feedback](https://tinyurl.com/gabecs50feedback)**