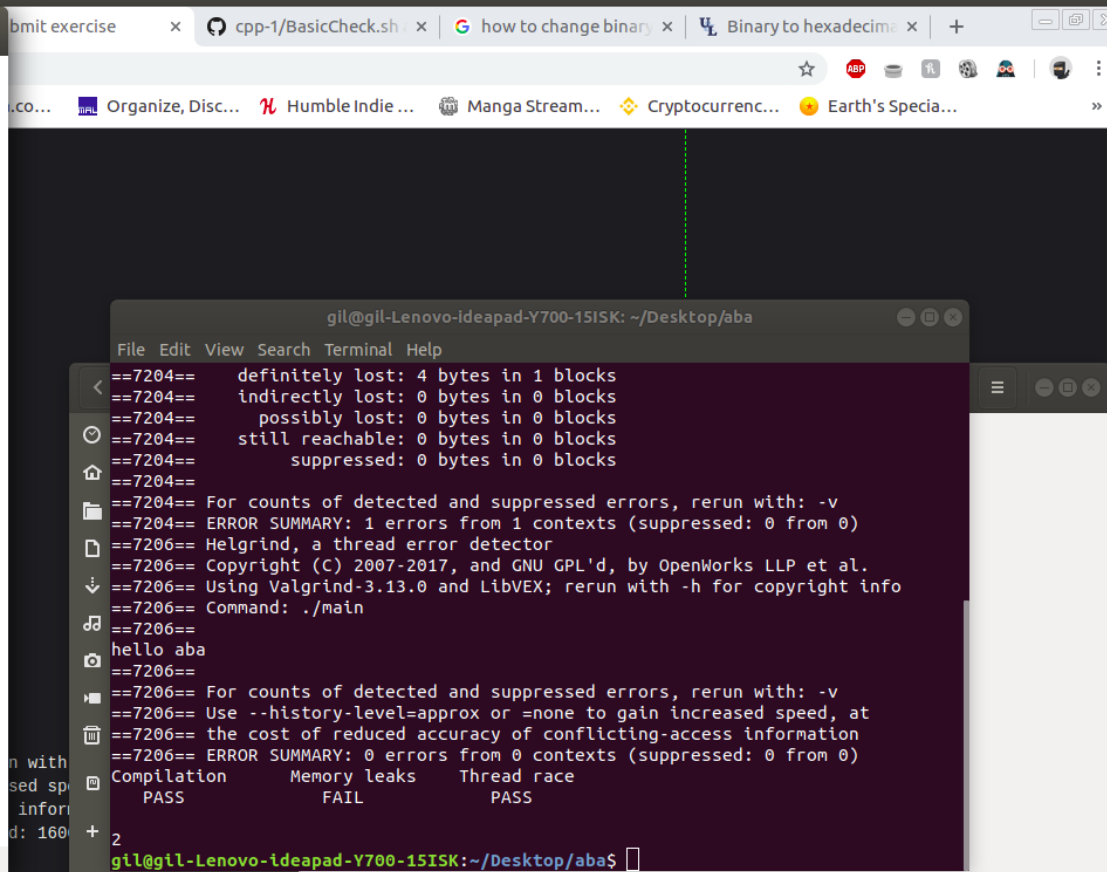




```
#include <iostream>
using namespace std;

int main(){
    cout<<"hello aba"<<endl;
    int* aba = (int*)malloc(sizeof(int));
    //int* afba = (int*)malloc(sizeof(int));
    return 0;
}
```

C++ Tab Width: 8 Ln 9, Col 2 INS



```
File Edit View Search Terminal Help
==7204== definitely lost: 4 bytes in 1 blocks
==7204== indirectly lost: 0 bytes in 0 blocks
==7204== possibly lost: 0 bytes in 0 blocks
==7204== still reachable: 0 bytes in 0 blocks
==7204== suppressed: 0 bytes in 0 blocks
==7204== For counts of detected and suppressed errors, rerun with: -v
==7204== ERROR SUMMARY: 1 errors from 1 contexts (suppressed: 0 from 0)
==7206== Helgrind, a thread error detector
==7206== Copyright (C) 2007-2017, and GNU GPL'd, by OpenWorks LLP et al.
==7206== Using Valgrind-3.13.0 and LibVEX; rerun with -h for copyright info
==7206== Command: ./main
==7206==
hello aba
==7206==
==7206== For counts of detected and suppressed errors, rerun with: -v
==7206== Use --history-level=approx or =none to gain increased speed, at
==7206== the cost of reduced accuracy of conflicting-access information
==7206== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
Compilation Memory leaks Thread race
PASS FAIL PASS
gil@gil-Lenovo-ideapad-Y700-15ISK:~/.Desktop/aba$
```

```
< PASS PASS FAIL
<
< 1
<
< case3 'thread race':
< * Your output=1
< * True output=1
<
< ! rm -rf case3
<
< *** Right: 4. Wrong: 0. Grade: 100 ***
< Final Grade: 100
< Exit code: 0
< Submission completed!
```

