



King Abdulaziz University
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LAB #4

Operating Systems– EE463

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- 1- The remove() function seems to have a memory leak issue. When an element is removed from the beginning of the list, the head_ pointer is reassigned to a new node, but the old node is never deleted. To fix this, we can add a delete statement to free the memory of the old node. This is code:

```
if (marker->next() == 0) {  
    head_ = 0;  
    delete marker; // Free the memory of the old node  
    marker = 0;  
} else {  
    head_ = new Node(marker->value(), marker->next());  
    delete marker; // Free the memory of the old node  
    marker = 0;  
}
```

- 2- Another bug is that when removing an element, the next pointer of the previous node is not updated. To fix this, we need to update the next pointer of the previous node to point to the node after the one being removed. This is the code:

```
if (marker->next() == 0) {  
    head_ = 0;  
    delete marker;  
    marker = 0;  
} else {  
    head_ = new Node(marker->value(), marker->next());  
    delete marker;  
    temp->next(marker->next()); // Update the next pointer of the previous  
node  
    marker = 0;  
}  
temp->next(marker->next()); // Update the next pointer of the previous  
node  
delete temp;  
temp = 0;
```