

	Pre-Fix	Post-Fix
Reading	0.338097	0.342062
Validating	0.007762	0.005619
Searching	1.56177	0.996681
Total	1.907629	1.34436
Bytes of Memory	24619417	13441842

Used valgrind to slow down processes in order to more accurately capture a difference in time.

For fun, here's my runtimes without valgrind:

Reading	0.014386
Validating	1.40E-05
Searching	0.276028
Total	0.290428

Fix:

In the slower version, when I was checking the rest of the string, I would make a substring starting at the end position of the domain, and use that in the next check. The fix was learning that `std::string.find()` had a parameter for position, and would find the next instance starting from a specified position. This cut down my memory usage by about HALF, and sped up searching by around 33%. I could not think of any other time increases.

