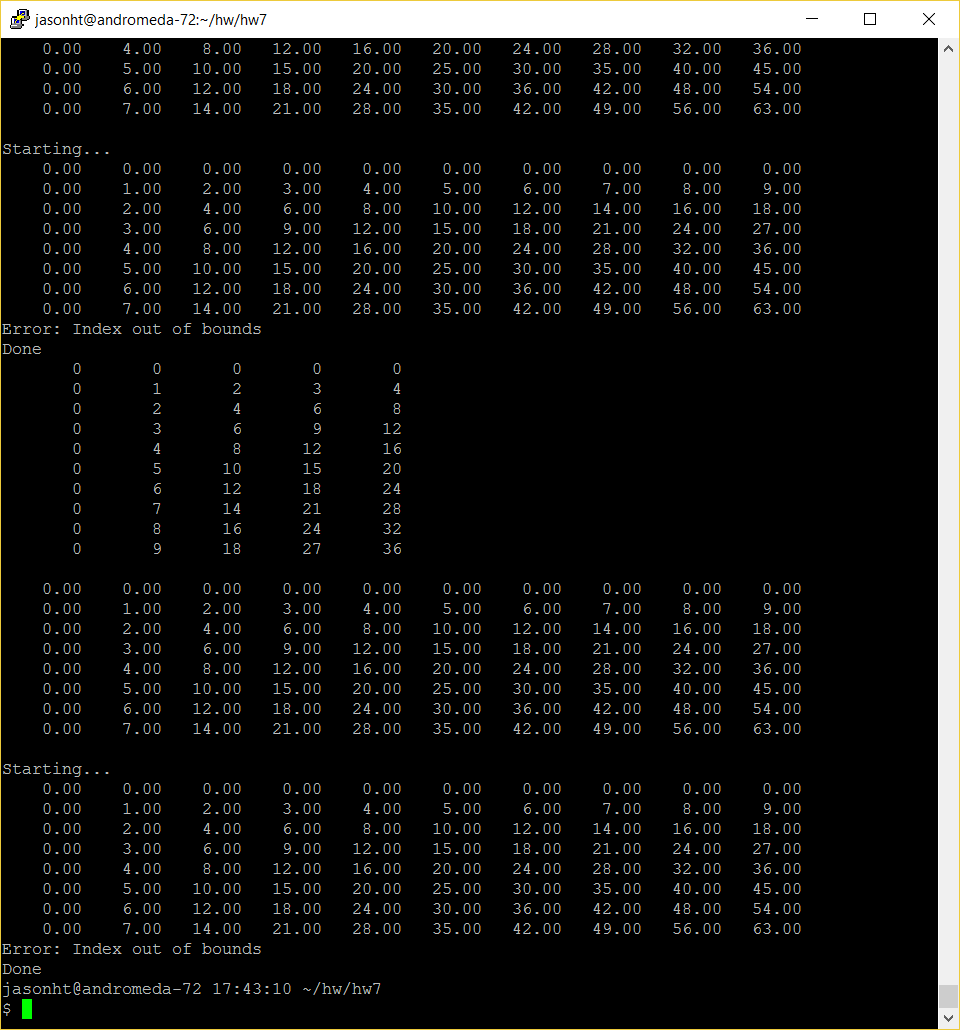
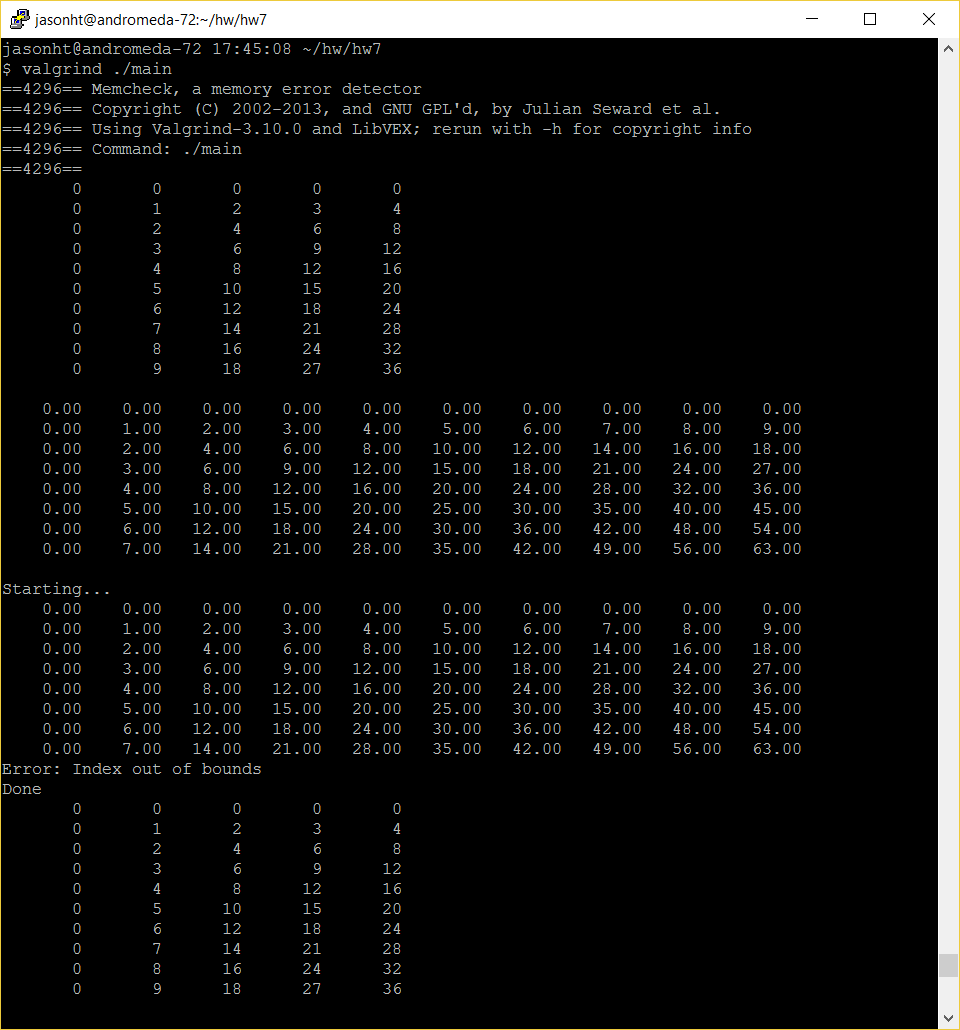
Main.cpp



valgrind ./main

