**Name**: \_\_\_\_Tina Chen\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Fill the following table with your solution:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Executable size without using –g :** ----------------- | | | | **Why?** The latter conations debug information so the executable is bigger, and the .dSYM is to store debugging symbols. | |
| **Executable size when using –g :** the size of the program becomes bigger and gets one more file: program.dSYM | | | |
|  | | | | | |
|  | | | | | |
| **Bug #** | **Details** | | | **Proposed solution** | |
| File, line | Function name | Description | Description | Modified code |
| **1** | employeeClass.cpp:12 | Employee() | ID should be set to non-0, while id is greater than 0. | Change the logic of the if statement to the following. | if (id < 0)  ID = 0; |
| **2** | Department.cpp:20 | Department(string N, int id) | ID should be set to 0, while id is less than 0. | Change the logic of the conditional operator to the following. | (id < 0) ? ID = -1 : ID = id; |
| **3** | Department.cpp:57 | Department::CalculateMaxSalary(StaffTypes type) | After if statement which already determine the max, it reassign the value of max. | Delete the line | ~~max = SoftwareArchitects->at(i).getSalary();~~ |
|  | Department.cpp:77 & Department.cpp:83 | Department::CalculateAverageSalary(StaffTypes type) | When calculating the sum, it reassigns the employee’s salary every time in the for loop. | Change the logic of assigning the sum to pulsing all the employees’ salaries together. | sum += Programmers->at(i).getSalary(); |

Add rows when necessary.