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Comp40
Homework 2, iii
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TECHNIQUE

Since the start of the term, we have been trying to better keep track of the memory in our code. Often times, chasing down memory leaks and errors can be a real pain, and one could be baited into putting off efficient memory management until later. However, this is a trap, as trying to debug an entire program is way harder than debugging just a few lines or a single function.

We use *Valgrind* to find out when and where our program has memory issues, and we use valgrind often. Every time we make a new function, or allocate memory somewhere, we run the program using "valgrind ./a.out" even if we are confident that we will not have any errors. We have found that it never hurts to take the extra minute to make sure your program is doing what you expect it to be doing.

Memory management is very important, especially when programming in c, but it can also be the most annoying part of the c language. Because of this, it is always best to check that your memory is working as intended often and in small, manageable batches.