

DECS Assignment 01 :

Part 1) Introduction to linux tools Answers

Question 1) /proc filesystem

- a) **Processors:** is a central processing unit of a computer which does all the computing work. It has arithmetic and logical units which computes arithmetic and logical instructions of programs given to it. It also manages control signals and I/O instructions.
Cores: CPU cores are the units inside CPU/ processors which process instructions and programs. A single process with multiple threads ideally runs faster on a multicore cpu.
- b) 6 cores per processor.
- c) My machine has 12 CPUs/processors.
- d) Frequency of each processor (command is cat /proc/cpuinfo)
 - i) Processor0 2200 MHz
 - ii) processor1 1384 MHz
 - iii) Processor 3 to 9 and 11 2200MHz
 - iv) Processor10 3393 MHz
- e) cpu architecture is x86_64
- f) MemTotal: 16236148 kB (command is cat /proc/meminfo)
- g) MemFree: 10384188 kB MemAvailable: 12933804 kB
- h) No of processes created/forked since the boot 23076 (command used is cat /proc/stat)
and no. of context switches voluntary_ctxt_switches: 703 nonvoluntary_ctxt_switches 10
(Command used us cat /proc/ \$\$/status)

Question 2)

- 1) PId of cpu process is 25951
- 2) 99.3% cpu and 2640 kb virtual and 972 physical memory this cpu process is consuming.
- 3) It is in Running state we can see it by using this command– cat /proc/25951/stat (25951 is PId here)

Question 3)

a)

- **PID** – is 19532 is unique process ID
- **TTY** – pts/0 is terminal type of user
- **TIME** – is 00:00:08 amount of CPU in minutes and seconds, process running
- **CMD** – cpu-print is the name of the command that launched the process.

b)

```
omkarkadam@omkarkadam:~$ pstree -aps 21077
```

```
systemd,1 splash
```

```
└─systemd,1931 --user
```

```
    └─gnome-terminal-,19488
```

```
        └─bash,19506
```

```
            └─cpu-print,21077
```

c)

```
./cpu-print > /tmp/tmp.txt &
```

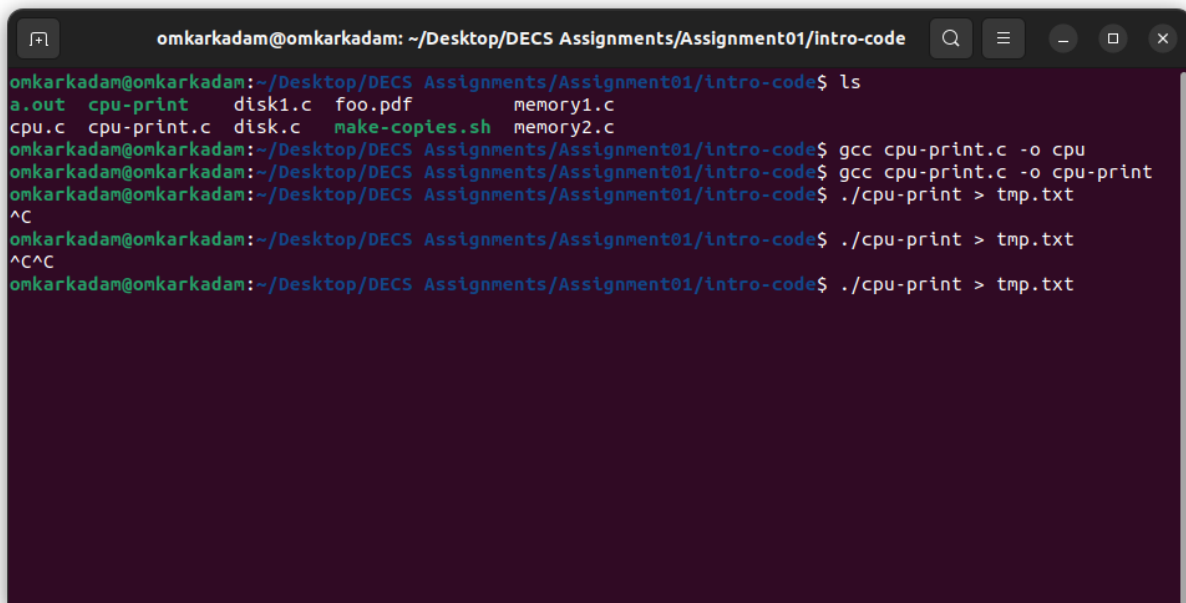
Above command will copy all the output after running cpu-print into the tmp.txt file; this is called IO redirection.

Now following command will give us pid of cpu print

```
ps -e | grep cpu-print
```

Now this will give us the file descriptor info of output.

```
cat /proc/PID/fdinfo/1
```



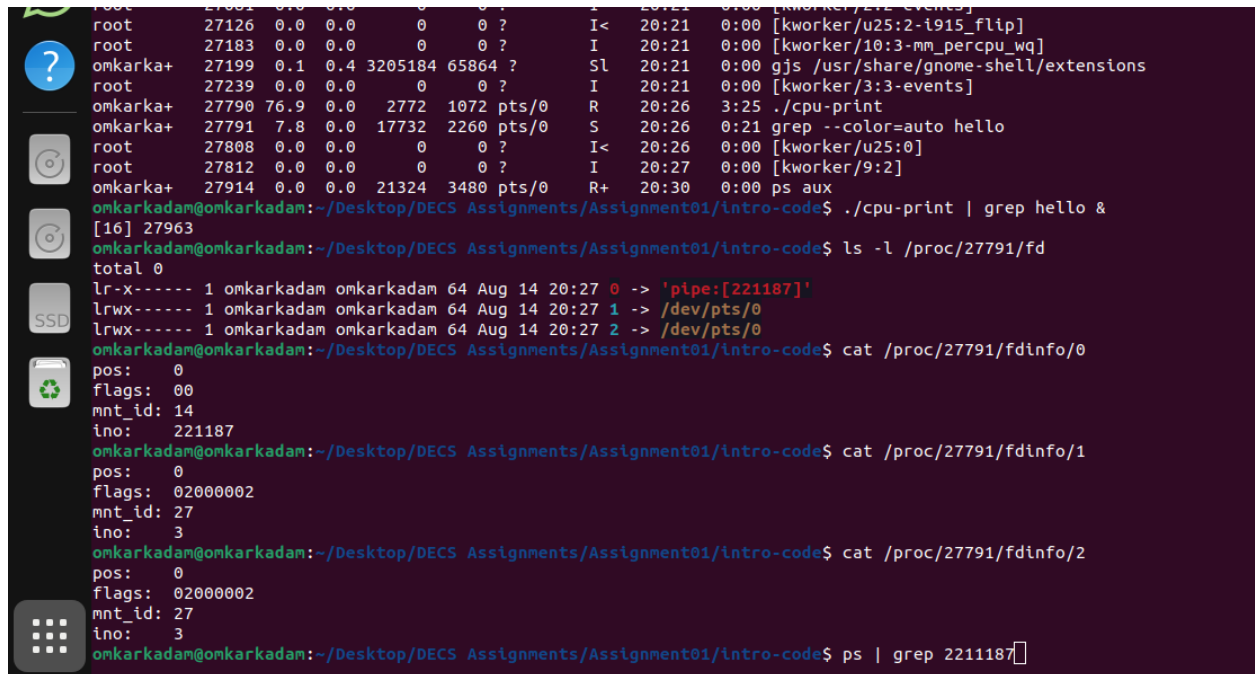
```
omkarkadam@omkarkadam: ~/Desktop/DECS Assignments/Assignment01/intro-code
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ls
a.out  cpu-print  disk1.c  foo.pdf  memory1.c
cpu.c  cpu-print.c  disk.c  make-copies.sh  memory2.c
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ gcc cpu-print.c -o cpu
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ gcc cpu-print.c -o cpu-print
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ./cpu-print > tmp.txt
^C
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ./cpu-print > tmp.txt
^C^C
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ./cpu-print > tmp.txt
```

d)

`./cpu-print | grep hello` & gives the PID of this process.

Now `ls -l /proc/27791/fd` will give us the user chmod modes time and where file descriptors (input,output,errors) are pointing to.

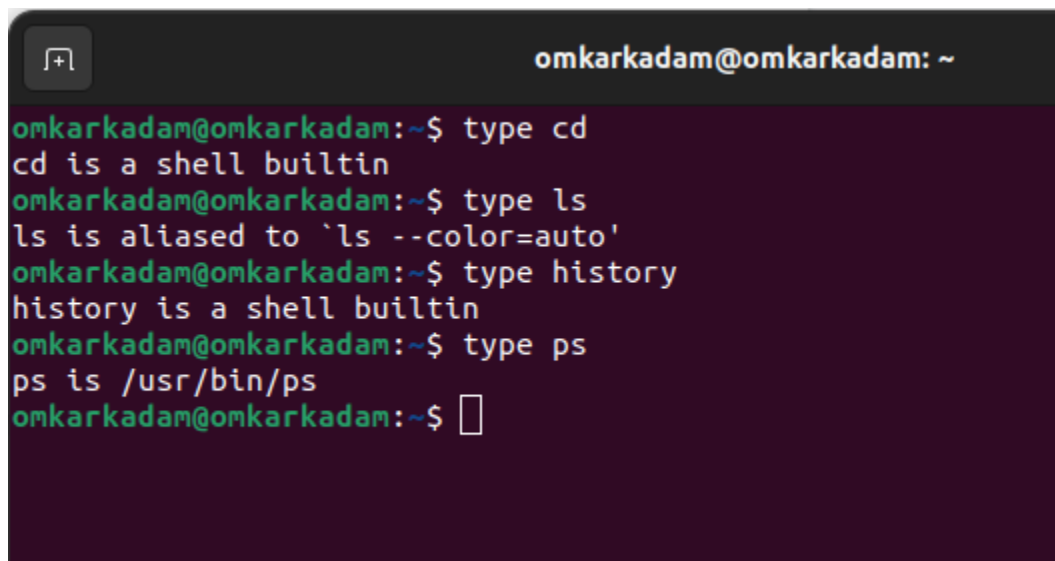
Piping helps to redirect one output to another destination, it helps combining two or more commands.



```
root      27001  0.0  0.0      0      0 ?        I<    20:21   0:00 [kworker/u25:2-i915_flip]
root      27183  0.0  0.0      0      0 ?        I     20:21   0:00 [kworker/10:3-mm_percpu_wq]
omkarkad+ 27199  0.1  0.4 3205184 65864 ?        Sl    20:21   0:00 gjs /usr/share/gnome-shell/extensions
root      27239  0.0  0.0      0      0 ?        I     20:21   0:00 [kworker/3:3-events]
omkarkad+ 27790 76.9  0.0   2772   1072 pts/0    R     20:26   3:25 ./cpu-print
omkarkad+ 27791  7.8  0.0   17732   2260 pts/0    S     20:26   0:21 grep --color=auto hello
root      27808  0.0  0.0      0      0 ?        I<    20:26   0:00 [kworker/u25:0]
root      27812  0.0  0.0      0      0 ?        I     20:27   0:00 [kworker/9:2]
omkarkad+ 27914  0.0  0.0   21324   3480 pts/0    R+    20:30   0:00 ps aux

omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ./cpu-print | grep hello &
[16] 27963
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ls -l /proc/27791/fd
total 0
lr-x----- 1 omkarkadam omkarkadam 64 Aug 14 20:27 0 -> 'pipe:[221187]'
lrwx----- 1 omkarkadam omkarkadam 64 Aug 14 20:27 1 -> /dev/pts/0
lrwx----- 1 omkarkadam omkarkadam 64 Aug 14 20:27 2 -> /dev/pts/0
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ cat /proc/27791/fdinfo/0
pos:      0
flags:    00
mnt_id:   14
ino:      221187
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ cat /proc/27791/fdinfo/1
pos:      0
flags:    02000002
mnt_id:   27
ino:      3
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ cat /proc/27791/fdinfo/2
pos:      0
flags:    02000002
mnt_id:   27
ino:      3
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-code$ ps | grep 221187
```

e) Cd and history are shell commands implemented in the kernel tree directory as a built in commands whereas ps and ls are not



```
omkarkadam@omkarkadam: ~
omkarkadam@omkarkadam:~$ type cd
cd is a shell builtin
omkarkadam@omkarkadam:~$ type ls
ls is aliased to `ls --color=auto'
omkarkadam@omkarkadam:~$ type history
history is a shell builtin
omkarkadam@omkarkadam:~$ type ps
ps is /usr/bin/ps
omkarkadam@omkarkadam:~$
```

Question 4)

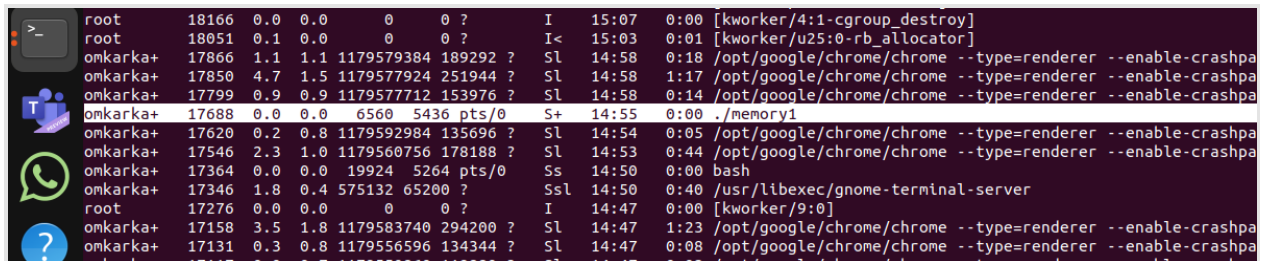
Given two files memory1.c and memory2.c.

RSS is resident set size is like physical memory consumption and VSZ is virtual memory size.

We use the following command to find RSS.

```
ps -aux
```

6560 Kbytes of virtual and 5436 Kbytes of physical memory is consumed by memory1 file



root	18166	0.0	0.0	0	0 ?	I	15:07	0:00	[kworker/4:1-cgroup_destroy]
root	18051	0.1	0.0	0	0 ?	I<	15:03	0:01	[kworker/u25:0-rb_allocator]
omkarka+	17866	1.1	1.1	1179579384	189292 ?	SL	14:58	0:18	/opt/google/chrome/chrome --type=renderer --enable-crashpa
omkarka+	17850	4.7	1.5	1179577924	251944 ?	SL	14:58	1:17	/opt/google/chrome/chrome --type=renderer --enable-crashpa
omkarka+	17799	0.9	0.9	1179577712	153976 ?	SL	14:58	0:14	/opt/google/chrome/chrome --type=renderer --enable-crashpa
omkarka+	17688	0.0	0.0	6560	5436 pts/0	S+	14:55	0:00	./memory1
omkarka+	17620	0.2	0.8	1179592984	135696 ?	SL	14:54	0:05	/opt/google/chrome/chrome --type=renderer --enable-crashpa
omkarka+	17546	2.3	1.0	1179560756	178188 ?	SL	14:53	0:44	/opt/google/chrome/chrome --type=renderer --enable-crashpa
omkarka+	17364	0.0	0.0	19924	5264 pts/0	Ss	14:50	0:00	bash
omkarka+	17346	1.8	0.4	575132	65200 ?	Ssl	14:50	0:40	/usr/libexec/gnome-terminal-server
root	17276	0.0	0.0	0	0 ?	I	14:47	0:00	[kworker/9:0]
omkarka+	17158	3.5	1.8	1179583740	294200 ?	SL	14:47	1:23	/opt/google/chrome/chrome --type=renderer --enable-crashpa
omkarka+	17131	0.3	0.8	1179556596	134344 ?	SL	14:47	0:08	/opt/google/chrome/chrome --type=renderer --enable-crashpa

6560 Kbytes of virtual and 4736 Kbytes of physical memory is consumed by memory2 file

Virtual memory consumed by both the programs is the same.

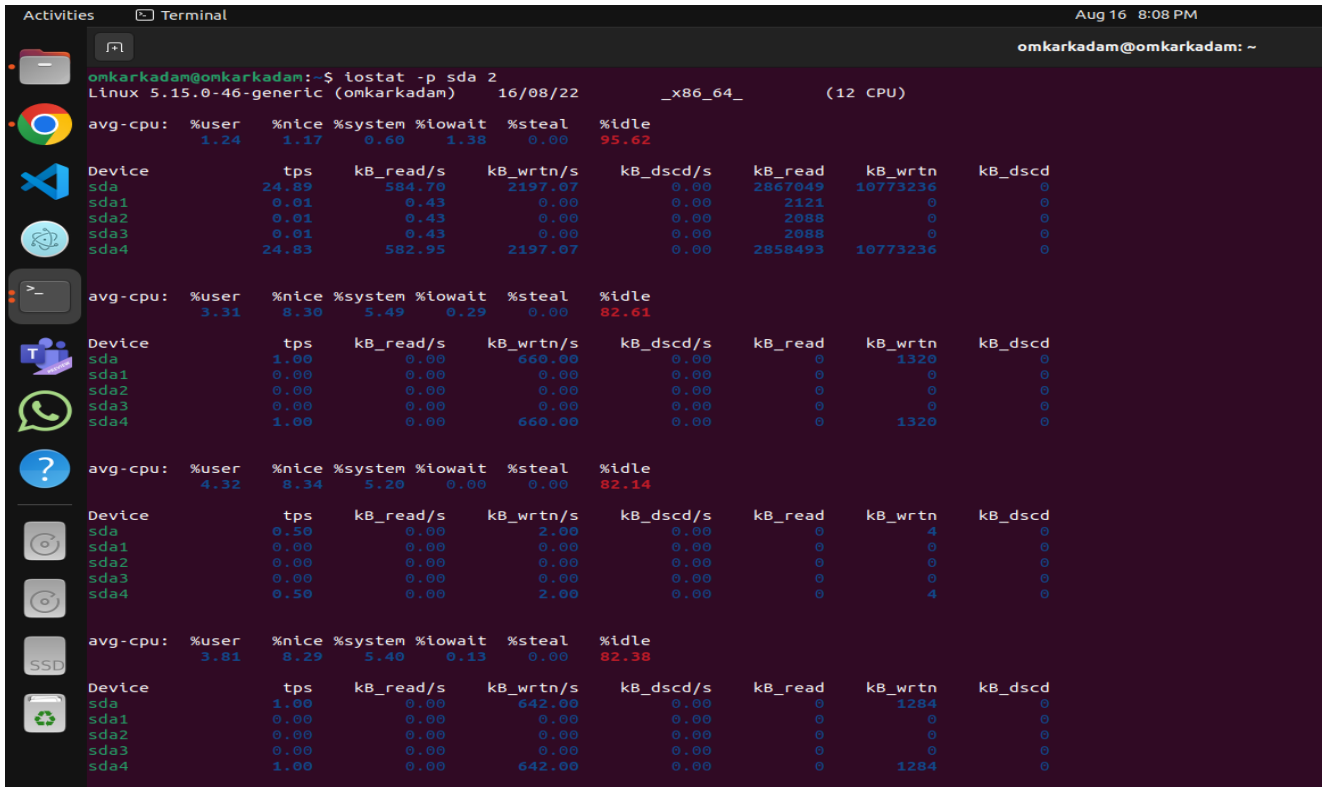
Physical memory consumed by memory1.c (where array elements are not accessed and refilled) is more compared to memory2.

Question 5)

We do `./make-copies.sh` to create 5000 files and then run the `disk.c` and `disk1.c` files. Then we do this command for both the files.

```
$ iostat -p sda 2
```

It will show input output statistics of all partitions after every two seconds of interval.



The screenshot shows a terminal window with the command `iostat -p sda 2` being executed. The output displays system and disk statistics every two seconds. The system statistics (avg-cpu) show varying levels of CPU usage, while the disk statistics (Device) show data transfer rates for sda, sda1, sda2, sda3, and sda4.

System Statistics (avg-cpu)						
	%user	%nice	%system	%lowait	%steal	%idle
Iteration 1	1.24	1.17	0.60	1.38	0.00	95.62
Iteration 2	3.31	8.30	5.49	0.29	0.00	82.61
Iteration 3	4.32	8.34	5.20	0.00	0.00	82.14
Iteration 4	3.81	8.29	5.40	0.13	0.00	82.38

Disk Statistics (Device)								
Device	tps	kB_read/s	kB_wrtn/s	kB_dscd/s	kB_read	kB_wrtn	kB_dscd	
sda	24.89	584.70	2197.07	0.00	2867049	10773236	0	
sda1	0.01	0.43	0.00	0.00	2121	0	0	
sda2	0.01	0.43	0.00	0.00	2088	0	0	
sda3	0.01	0.43	0.00	0.00	2088	0	0	
sda4	24.83	582.95	2197.07	0.00	2858493	10773236	0	

Disk Statistics (Device)								
Device	tps	kB_read/s	kB_wrtn/s	kB_dscd/s	kB_read	kB_wrtn	kB_dscd	
sda	1.00	0.00	660.00	0.00	0	1320	0	
sda1	0.00	0.00	0.00	0.00	0	0	0	
sda2	0.00	0.00	0.00	0.00	0	0	0	
sda3	0.00	0.00	0.00	0.00	0	0	0	
sda4	1.00	0.00	660.00	0.00	0	1320	0	

Disk Statistics (Device)								
Device	tps	kB_read/s	kB_wrtn/s	kB_dscd/s	kB_read	kB_wrtn	kB_dscd	
sda	0.50	0.00	2.00	0.00	0	4	0	
sda1	0.00	0.00	0.00	0.00	0	0	0	
sda2	0.00	0.00	0.00	0.00	0	0	0	
sda3	0.00	0.00	0.00	0.00	0	0	0	
sda4	0.50	0.00	2.00	0.00	0	4	0	

Disk Statistics (Device)								
Device	tps	kB_read/s	kB_wrtn/s	kB_dscd/s	kB_read	kB_wrtn	kB_dscd	
sda	1.00	0.00	642.00	0.00	0	1284	0	
sda1	0.00	0.00	0.00	0.00	0	0	0	
sda2	0.00	0.00	0.00	0.00	0	0	0	
sda3	0.00	0.00	0.00	0.00	0	0	0	
sda4	1.00	0.00	642.00	0.00	0	1284	0	

```
omkarkadam@omkarkadam:~$ iostat -p sda 2
```

```
Linux 5.15.0-46-generic (omkarkadam) 16/08/22 _x86_64_ (12 CPU)
```

	avg-cpu:	%user	%nice	%system	%iowait	%steal	%idle						
		1.48	1.91	1.03	1.52	0.00	94.06						
Device		tps		kB_read/s	kB_wrtn/s	kB_dscd/s		kB_read	kB_wrtn	kB_dscd			
sda		24.33		526.61	2167.48	0.00		2875243	11834308	0			
sda1		0.01		0.39	0.00	0.00		2121	0	0			
sda2		0.01		0.38	0.00	0.00		2088	0	0			
sda3		0.01		0.38	0.00	0.00		2088	0	0			
sda4		24.26		525.04	2167.48	0.00		2866685	11834308	0			

	avg-cpu:	%user	%nice	%system	%iowait	%steal	%idle						
		4.72	8.23	4.81	0.00	0.00	82.24						
Device		tps		kB_read/s	kB_wrtn/s	kB_dscd/s		kB_read	kB_wrtn	kB_dscd			
sda		0.00		0.00	0.00	0.00		0	0	0			
sda1		0.00		0.00	0.00	0.00		0	0	0			
sda2		0.00		0.00	0.00	0.00		0	0	0			
sda3		0.00		0.00	0.00	0.00		0	0	0			
sda4		0.00		0.00	0.00	0.00		0	0	0			

	avg-cpu:	%user	%nice	%system	%iowait	%steal	%idle						
		4.26	8.22	4.51	3.51	0.00	79.51						
Device		tps		kB_read/s	kB_wrtn/s	kB_dscd/s		kB_read	kB_wrtn	kB_dscd			
sda		0.50		0.00	26.00	0.00		0	52	0			
sda1		0.00		0.00	0.00	0.00		0	0	0			
sda2		0.00		0.00	0.00	0.00		0	0	0			
sda3		0.00		0.00	0.00	0.00		0	0	0			
sda4		0.50		0.00	26.00	0.00		0	52	0			

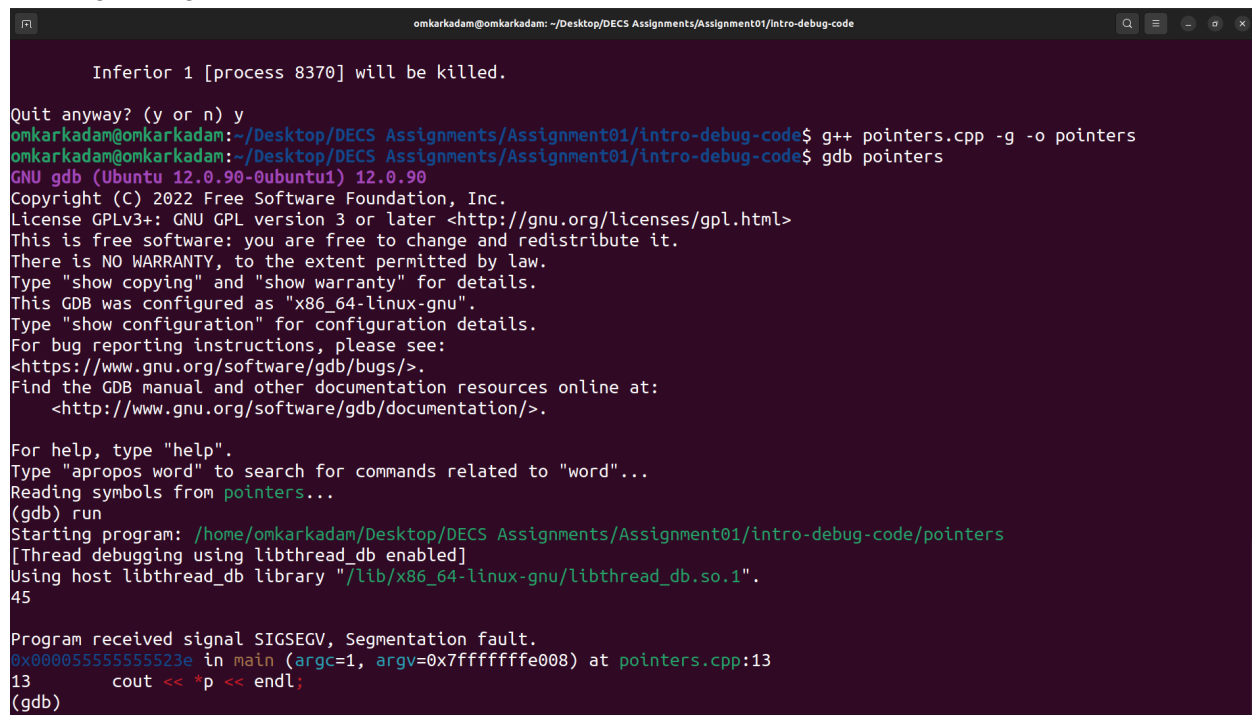
	avg-cpu:	%user	%nice	%system	%iowait	%steal	%idle						
		4.01	8.32	4.97	1.21	0.00	81.48						
Device		tps		kB_read/s	kB_wrtn/s	kB_dscd/s		kB_read	kB_wrtn	kB_dscd			
sda		0.50		0.00	2.00	0.00		0	4	0			
sda1		0.00		0.00	0.00	0.00		0	0	0			
sda2		0.00		0.00	0.00	0.00		0	0	0			
sda3		0.00		0.00	0.00	0.00		0	0	0			
sda4		0.50		0.00	2.00	0.00		0	4	0			

Part 2) Introduction to debugging tool

Part A) Debugging with GDB

Question 1)

One option to find the segmentation fault in pointers.cpp is run its object file in gdb (first do (1)g++ pointers -g -o pointers 2)gdb pointers) and then type run command in gdb it will print the message “ segmentation error on line 13”



```
omkarkadam@omkarkadam: ~/Desktop/DECS Assignments/Assignment01/intro-debug-code
Inferior 1 [process 8370] will be killed.
Quit anyway? (y or n) y
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ g++ pointers.cpp -g -o pointers
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ gdb pointers
GNU gdb (Ubuntu 12.0.90-0ubuntu1) 12.0.90
Copyright (C) 2022 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<https://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from pointers...
(gdb) run
Starting program: /home/omkarkadam/Desktop/DECS Assignments/Assignment01/intro-debug-code/pointers
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
45

Program received signal SIGSEGV, Segmentation fault.
0x000055555555523e in main (argc=1, argv=0x7fffffffe008) at pointers.cpp:13
13      cout << *p << endl;
(gdb)
```

Another way is if you use breakpoint on the main function and go step by step on the next line like shown below.

Program received signal SIGSEGV, Segmentation fault.

0x000055555555523e in main (argc=1, argv=0x7fffffffe008) at pointers.cpp:13

13 cout << *p << endl;

```
omkarkadam@omkarkadam: ~/Desktop/DECS Assignments/Assignment01/intro-debug-code
Reading symbols from pointers...
(gdb) break main
Breakpoint 1 at 0x11dc: file pointers.cpp, line 4.
(gdb) next
The program is not being run.
(gdb) run
Starting program: /home/omkarkadam/Desktop/DECS Assignments/Assignment01/intro-debug-code/pointers
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".

Breakpoint 1, main (argc=1, argv=0x7fffffff008) at pointers.cpp:4
4      int main(int argc, char* argv[]) {
(gdb) next
6      int a = 45; int b = 22;
(gdb) next
7      int *p = &a;
(gdb) next
8      int *q = NULL;
(gdb) next
10     cout << *p << endl;
(gdb) next
45
12     p = q;
(gdb) next
13     cout << *p << endl;
(gdb) next

Program received signal SIGSEGV, Segmentation fault.
0x00005555555523e in main (argc=1, argv=0x7fffffff008) at pointers.cpp:13
13     cout << *p << endl;
(gdb) quit
A debugging session is active.
```


Question 2)

1. Run the program in gdb as you did earlier.
2. Put a breakpoint on the main function. (break main).
3. Run the program and check the values of last and second_last variables after cout statements by these commands 1) print last 2) print second_last in gdb.
4. Command step for next line instruction.
5. Check the value of the next variable after the expression evaluation.
6. Go to the next steps till you enter the loop again.
7. Do check the values of last and second_last variables; they are the same.
8. Do step 5,6,7 one more time and you will find the same.
9. The value of next is first stored in last then value of last (which here now equals to value of next) is stored in second_last, in short the problem is we will have to exchange line 16 with line 17.

```
omkarkadam@omkarkadam: ~/Desktop/DECS Assignments/Assignment01/intro-debug-code
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ g++ fibonacci.cpp -g -o fib
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ gdb fib
GNU gdb (Ubuntu 12.0.90-0ubuntu1) 12.0.90
Copyright (C) 2022 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<https://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from fib...
(gdb) break main
Breakpoint 1 at 0x11bc: file fibonacci.cpp, line 6.
(gdb) next
The program is not being run.
(gdb) run
Starting program: /home/omkarkadam/Desktop/DECS Assignments/Assignment01/intro-debug-code/fib
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".

Breakpoint 1, main (argc=1, argv=0x7fffffffe018) at fibonacci.cpp:6
6      int n = 10;
(gdb) next
8      int second_last = 1;
(gdb) next
10     int last = 1;
11     int next = 1;
12     while (n > 0) {
13         cout << "n: " << n << endl;
14         cout << "last: " << last << "second_last: " << second_last << endl;
15         next = last;
16         last = second_last;
17         second_last = next;
18         n--;
19     }
20     return 0;
21 }
```

```
omkarkadam@omkarkadam: ~/Desktop/DECS Assignments/Assignment01/intro-debug-code
9      int last = 1;
(gdb) next
11      cout << second_last << endl << last << endl;
(gdb) next
1
1
13      for(int i=1; i<=10; i++) {
(gdb) print last
$1 = 1
(gdb) print second_last
$2 = 1
(gdb) step
14      int next = second_last + last;
(gdb) print next
$3 = 32767
(gdb) step
15      cout << next << endl;
(gdb) print next
$4 = 2
(gdb) step
2
16      last = next;
(gdb) print last
$5 = 1
(gdb) step
17      second_last = last;
(gdb) step
13      for(int i=1; i<=10; i++) {
(gdb) print last
$6 = 2
(gdb) print second_last
$7 = 2
/ " \
```

Part B) Memory Check with Valgrind

Question 1) Exercise

Total of 80 bytes (in allocation blocks) of memory leakage and one invalid free operation is noticed. `Int arr[10]` is allocated in stack area hence it does not need to be freed/released explicitly (showing invalid free error) whereas `malloc` allocated memory in heap area so it has to be freed explicitly. Allocation 1 of 30 bytes and allocation 3 of 50 bytes is however not freed explicitly hence wasted.

Invalid write error is due to pointer `p` pointing to null location and we were assigning 'A' to it.

```
omkarkadam@omkarkadam: ~/Desktop/DECS Assign
==9765== definitely lost: 0 bytes in 0 blocks
==9765== indirectly lost: 0 bytes in 0 blocks
==9765== possibly lost: 0 bytes in 0 blocks
==9765== still reachable: 1,780 bytes in 53 blocks
==9765== suppressed: 0 bytes in 0 blocks
==9765== Rerun with --leak-check=full to see details of leaked memory
==9765==
==9765== For lists of detected and suppressed errors, rerun with: -s
==9765== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ gcc memory_bugs.c -g -o memory_bugs
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ valgrind memory_bugs
valgrind: memory_bugs: command not found
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$ valgrind ./memory_bugs
==9988== Memcheck, a memory error detector
==9988== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==9988== Using Valgrind-3.18.1 and LibVEX; rerun with -h for copyright info
==9988== Command: ./memory_bugs
==9988==
==9988== Syscall param write(buf) points to uninitialised byte(s)
==9988== at 0x497EA37: write (write.c:26)
==9988== by 0x109235: main (memory_bugs.c:19)
==9988== Address 0x1ffefffe80 is on thread 1's stack
==9988== in frame #1, created by main (memory_bugs.c:9)
==9988==
==9988== Invalid write of size 1
==9988== at 0x109254: main (memory_bugs.c:26)
==9988== Address 0x4a950a0 is 0 bytes inside a block of size 12 free'd
==9988== at 0x484B27F: free (in /usr/libexec/valgrind/vgpreload_memcheck-amd64-linux.so)
==9988== by 0x10924F: main (memory_bugs.c:23)
==9988== Block was alloc'd at
==9988== at 0x4848899: malloc (in /usr/libexec/valgrind/vgpreload_memcheck-amd64-linux.so)
==9988== by 0x10923F: main (memory_bugs.c:22)
==9988==
==9988== Invalid read of size 1
==9988== at 0x10925B: main (memory_bugs.c:29)
==9988== Address 0x4a950a0 is 0 bytes inside a block of size 12 free'd
==9988== at 0x484B27F: free (in /usr/libexec/valgrind/vgpreload_memcheck-amd64-linux.so)
==9988== by 0x10924F: main (memory_bugs.c:23)
==9988== Block was alloc'd at
==9988== at 0x4848899: malloc (in /usr/libexec/valgrind/vgpreload_memcheck-amd64-linux.so)
==9988== by 0x10923F: main (memory_bugs.c:22)
==9988==
A
==9988== Invalid free() / delete / delete[] / realloc()
==9988== at 0x484B27F: free (in /usr/libexec/valgrind/vgpreload_memcheck-amd64-linux.so)
==9988== by 0x109290: main (memory_bugs.c:35)
==9988== Address 0x1ffefffe80 is on thread 1's stack
==9988== in frame #1, created by main (memory_bugs.c:9)
==9988==
==9988== HEAP SUMMARY:
==9988== in use at exit: 80 bytes in 2 blocks
==9988== total heap usage: 4 allocs, 3 frees, 1,116 bytes allocated
==9988==
==9988== LEAK SUMMARY:
==9988== definitely lost: 80 bytes in 2 blocks
==9988== indirectly lost: 0 bytes in 0 blocks
==9988== possibly lost: 0 bytes in 0 blocks
==9988== still reachable: 0 bytes in 0 blocks
==9988== suppressed: 0 bytes in 0 blocks
==9988== Rerun with --leak-check=full to see details of leaked memory
==9988==
==9988== Use --track-origins=yes to see where uninitialised values come from
==9988== For lists of detected and suppressed errors, rerun with: -s
==9988== ERROR SUMMARY: 4 errors from 4 contexts (suppressed: 0 from 0)
omkarkadam@omkarkadam:~/Desktop/DECS Assignments/Assignment01/intro-debug-code$
```

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