Ryan Russell

Dr. Ahmed

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Programming Assignment Zero Report

After fixing all the compilation errors in buggy.cpp, I began to debug the program with the gdb debugger. The first error that I caught with the gdb debugger was that there was a segmentation fault in line 16 (in the first for loop of the function). I used the backtrace command to see where did this error pop up else at in the program and found that it happened when the create\_LL function was called. Then, I set up a breakpoint at line 15 where the for loop was created to see what the exact error was with line 16 by running the gdb again and then making steps into line 16. I realized that the error was because there were not any nodes being allocated to the memory. With this realization, I fixed this by including a line before line 16 where nodes were being allocated to the memory. The next error I received was that there was a segmentation fault in the function sum\_LL (in the second line of the while loop in the function). After using the backtrace command, setting a breakpoint, and stepping to the line that had an error, I realized that the error was not in the sum\_LL function. This led me to look back at the create\_LL function and realize that the error stemmed from the second for loop of the function. The problem was that every node in the vector (including the last one) was pointing to the next; which meant that the last node was pointing to not NULL but to an empty element in the vector. This explained why the vector’s size was 4 and the capacity was 6 when going through the debugger. I fixed this error by including an if/else statement in the for loop which would make the last node’s next node pointer variable point to NULL instead of an empty element in the vector. After that, the gdb debugger executed the program without any errors.

Starting over from scratch and fixing all the compilation errors again, I began to debug the program using the AddressSanitizer binary analysis tool. The first error that I received was that there was a SEGV error in the create\_LL function. This meant that the program was dereferencing a null pointer which I fixed by allocating nodes in the create\_LL function. The next error that I received was that there was a heap-buffer overflow in the create\_LL function which meant that the program was trying to use a buffer to reach outside the allocation of the nodes. I fixed this by including an if/else statement that compensated for the last node pointing to NULL instead of an empty element in the vector. The final issue that came up from using the Address Sanitizer tool was that there was a direct leak of 16 bytes in 1 object and an indirect leak of 32 bytes in 2 objects all allocated in the create\_LL function. This meant that the nodes allocated in the create\_LL function were never properly deallocated in the program. I solved this error by creating a for loop at the end of the main that iterated through the vector and deallocated each node from memory.

A screenshot of a computer screen

Description automatically generated