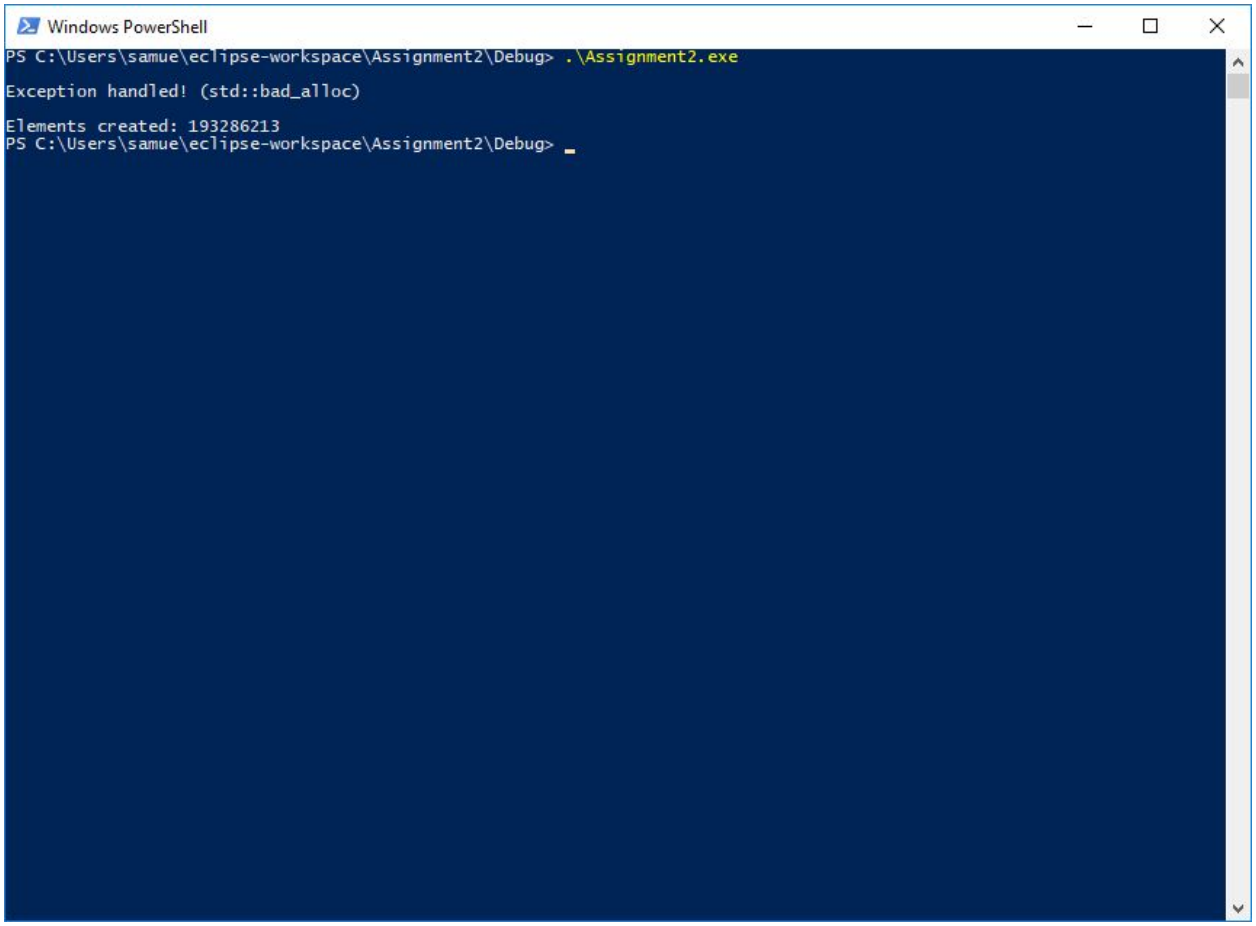
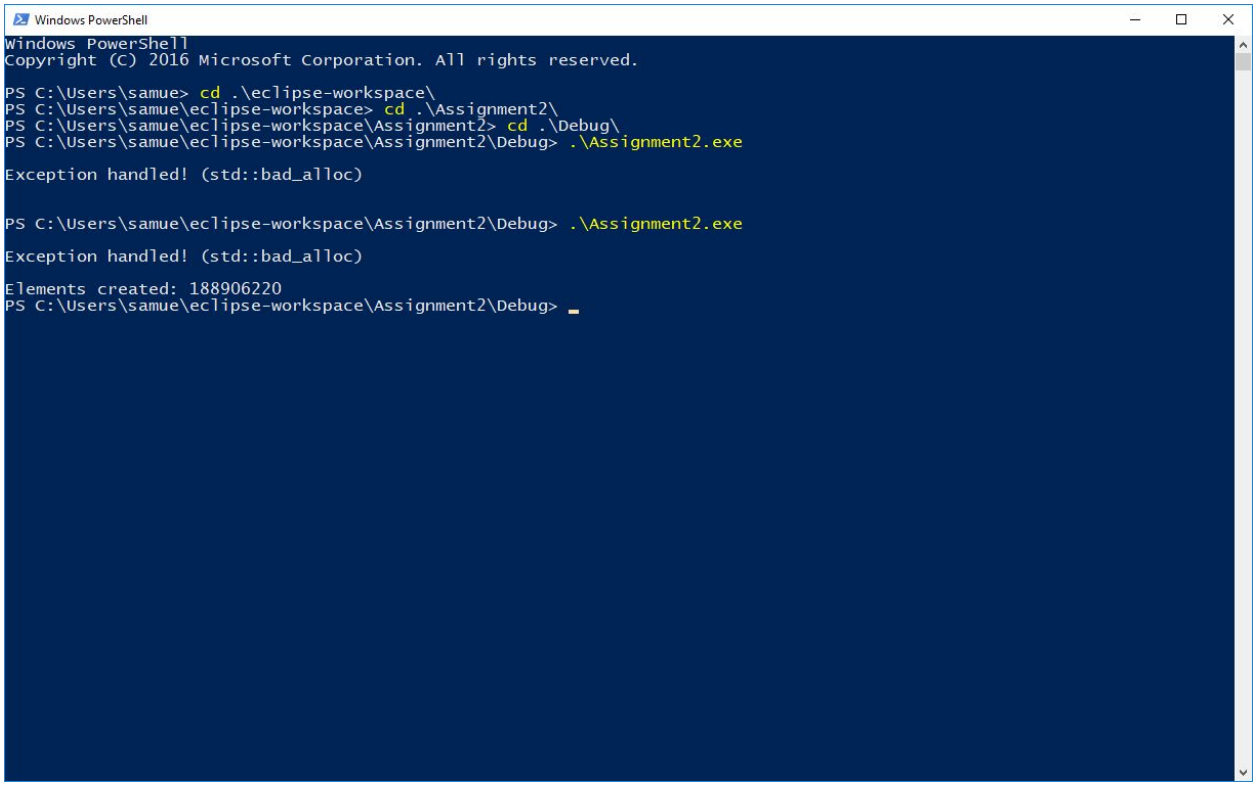
Part A crashed because the system ran out of memory. Using the recursive algorithm, at every new node generated using the “new” operator, more memory is allocated in the heap. Once no more memory is available and a new allocation request is made, a std::bad_alloc exception is thrown.





But that crash only happened after turning off Windows' automatic management over virtual memory and reducing it. Before doing that, Windows allocated over 23GB to the process during almost one and a half hour of execution before being manually killed.

I was unable to successfully finish the iterative part and all of its tests.

All the tests for Part A and the maximum size of the linked list for recursive functions are in the same file, TestLLis.cpp.