**Add validation code, to check if the user enters something other than 0, 1, 2, 3 or 4.**

**#0 – What are the three errors?**

A screen shot of a computer program

AI-generated content may be incorrect.

**#1 – When mysteryAnimal is declared, the next instruction prints out: “The animal is initialized to: …” It is never initialized to a variable. Why does this not crash?? What is it being initialized to??**

**#2 – Why is your program crashing on this line: “std::cout << "The animal should initally be nothing:…”?**

**#3 – Run the program for 3 different guesses. On each guess, print out:**

* **- The address of the mysteryAnimal pointer**
* **- The address where the pointer is pointing**
* **- The value located at the address where the pointer is pointing.**
* **- Draw a picture diagraming each of these memory locations with their values.**
* **- Is the stack growing from the bottom (0x0000….) or the top (0xFFFFF…) of memory?**

**#4 - Relative to the stack and heap, where is the staticWelcomeMessage located? What is its address? Add it to the diagram.**