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sdandibh@data:~/cs408/proj1-skeleton/q2$ gcc -O0 -g sll_buggy.c -o sll_buggy
sdandibh@data:~/cs408/proj1-skeleton/q2$ valgrind --leak-check=full ./sll_buggy
==763862== Memcheck, a memory error detector
==763862== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==763862== Using Valgrind-3.18.1 and LibVEX; rerun with -h for copyright info
==763862== Command: ./sll_buggy
==763862==
[[i)nsert,(d)eleate,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:i
[enter the tel:>100
[enter the name:>Tom
[[i)nsert,(d)eleate,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:i
[enter the tel:>111
[enter the name:>Mary
[[i)nsert,(d)eleate,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:d
[enter the tel :>111
[[i)nsert,(d)eleate,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:x
bye
==763862==
==763862== HEAP SUMMARY:
==763862==     in use at exit: 9 bytes in 1 blocks
==763862==   total heap usage: 7 allocs, 6 frees, 2,115 bytes allocated
==763862==
==763862== 9 bytes in 1 blocks are definitely lost in loss record 1 of 1
==763862==    at 0x484DCD3: realloc (in /usr/libexec/valgrind/vgpreload_memcheck-amd64-linux.so)
==763862==    by 0x1093A9: fgets_enhanced (sll_buggy.c:45)
==763862==    by 0x109A60: main (sll_buggy.c:277)
==763862==
==763862== LEAK SUMMARY:
==763862==     definitely lost: 9 bytes in 1 blocks
==763862==     indirectly lost: 0 bytes in 0 blocks
==763862==     possibly lost: 0 bytes in 0 blocks
==763862==     still reachable: 0 bytes in 0 blocks
==763862==     suppressed: 0 bytes in 0 blocks
==763862==
==763862== For lists of detected and suppressed errors, rerun with: -s
==763862== ERROR SUMMARY: 1 errors from 1 contexts (suppressed: 0 from 0)
sdandibh@data:~/cs408/proj1-skeleton/q2$ █

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