Assignment:
Make your 3E project run memory error and leak free

Tasks:
1) start with your 3E source code. (Don't use 3F, since it has exceptions and that makes things hard.)
2) run valgrind on your 3E program (you may need to use ix to do this ... esp. since Mac+valgrind doesn't always work well)
3) look at memory errors and memory leaks
4) fix errors and leaks ... repeat until valgrind declares your program leak free and memory error free

Submit:
1) a screenshot of the valgrind output (see mine below)
2) your source code

Notes:
1) if I had memory errors, they would have occurred after “Command: proj3F” and before “HEAP SUMMARY”. None there, so I'm OK.
   a. Don't forget to use your 3E code ... not 3F code.
2) Re memory leaks: “All heap blocks were freed” is the magic statement ... that means no memory leaks.