

This is CS50.



valgrind

```
valgrind --leak-check=full ./program
```

Invalid write of size 4

at 0x804840F: f (memory.c:21)

by 0x8048421: main (memory.c:26)

40 bytes in 1 blocks are definitely lost in loss record 1 of 1

at 0x4025BDC: malloc (vg_replace_malloc.c:195)

by 0x8048405: f (memory.c:20)

by 0x8048421: main (memory.c:26)

scanf

struct

FILE



week 7

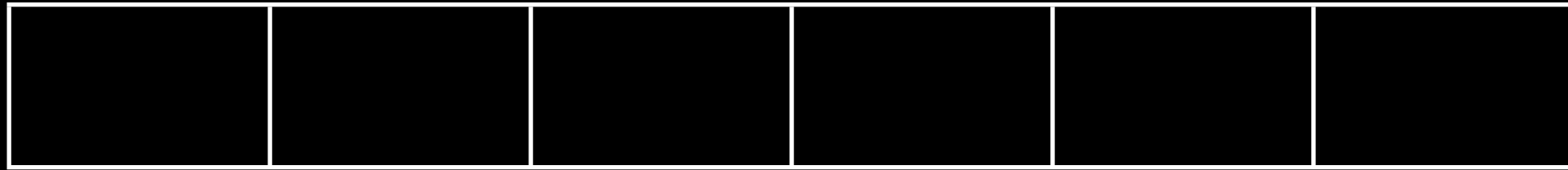
CS50 Lunch, Fri 1:15pm

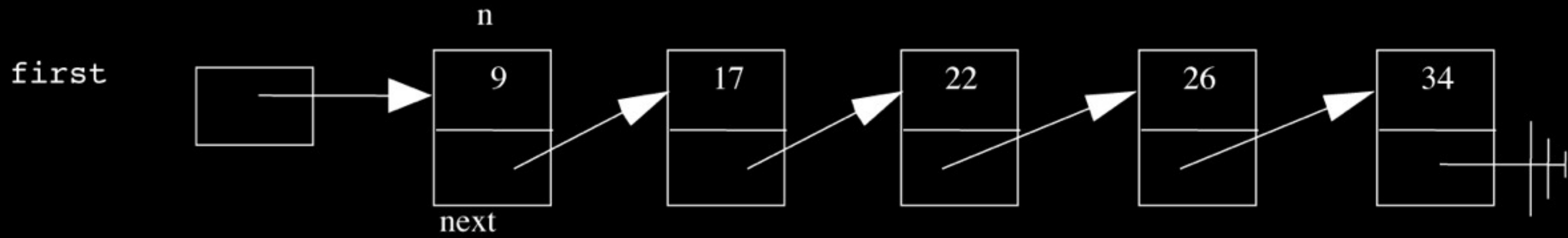
cs50.net/rsvp

Final Project

- Pre-Proposal
- Proposal
- Status Report
- CS50 Hackathon
- Implementation
- CS50 Fair

arrays





```
typedef struct node
{
    int n;
    struct node* next;
}
node;
```

insert

delete

search

traverse

```
bool search(int n, node* list)
{
    node* ptr = list;
    while (ptr != NULL)
    {
        if (ptr->n == n)
        {
            return true;
        }
        ptr = ptr->next;
    }
    return false;
}
```

to be continued...