

```
TileList.cpp @ Tiles - Qt Creator
File Edit View Build Debug Analyze Tools Window Help
Projects TileList.cpp TileList::~TileList() -> void Line: 17, Col: 11 TileList.h <Select Symbol> Line: 30, Col: 1
Tiles
  Tiles.pro
  Headers
    mainwindow.h
    Tile.h
    TileList.h
  Sources
    mainwindow.cpp
    Tile.cpp
    TileList.cpp
    tilemain.cpp
1 // This is the .cpp file you will edit and turn in.
2 // We have provided a skeleton for you,
3 // but you must finish it as described in the spec.
4 // Also remove these comments here and add your own.
5 // TODO: remove this comment header
6
7 #include "TileList.h"
8
9 TileList::TileList()
10 {
11     // TODO: write this member
12 }
13
14 TileList::~TileList()
15 {
16     // TODO: write this member
17     delete storage;
18 }
19
20 void TileList::addTile(Tile tile)
21 {
22     // TODO: write this member
23 }
24
25 void TileList::drawAll(QGraphicsScene* scene)
26 {
27     // TODO: write this member
28 }
29
30 #endif // TILELIST_H
31
32
33 class TileList {
34 public:
35     TileList();
36     ~TileList();
37     void addTile(Tile tile);
38     void drawAll(QGraphicsScene* scene);
39     int indexOfTopTile(int x, int y);
40     void lower(int x, int y);
41     void raise(int x, int y);
42     void remove(int x, int y);
43     void removeAll(int x, int y);
44 private:
45     Tile* storage=new Tile[10];
46     unsigned capacity=10;
47     unsigned size=0;
48 };
49 #endif // TILELIST_H
```

Memcheck Memory Analyzer Tool finished. 7097 issues were found.

Issue	Location
Mismatched free() / delete / delete []	TileList.cpp:17:0
16 bytes in 1 blocks are still reachable in loss record 1,308 of 7,811	mainwindow.cpp:27:0
16 bytes in 1 blocks are still reachable in loss record 1,309 of 7,811	mainwindow.cpp:27:0
16 bytes in 1 blocks are still reachable in loss record 1,310 of 7,811	mainwindow.cpp:27:0
16 bytes in 1 blocks are still reachable in loss record 1,311 of 7,811	mainwindow.cpp:27:0
16 bytes in 1 blocks are still reachable in loss record 1,312 of 7,811	mainwindow.cpp:28:0
24 bytes in 1 blocks are still reachable in loss record 1,893 of 7,811	mainwindow.cpp:27:0
32 bytes in 1 blocks are still reachable in loss record 3,175 of 7,811	mainwindow.cpp:28:0
64 bytes in 1 blocks are still reachable in loss record 5,604 of 7,811	tilemain.cpp:17:0
88 bytes in 1 blocks are still reachable in loss record 6,292 of 7,811	mainwindow.cpp:28:0
280 bytes in 1 blocks are still reachable in loss record 7,486 of 7,811	mainwindow.cpp:27:0
768 bytes in 1 blocks are still reachable in loss record 7,617 of 7,811	mainwindow.cpp:27:0