String object to char\* conversion

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# Task Introduction

FOSSASAT-1 relies heavily on the String Arduino object, this is a cause for concern since it is a dynamically allocated system. This dynamic allocation is error prone:

1. Heap memory becomes fragmented.
2. Many allocations can use of all the RAM causing the system to break.

The alternative to using the String object is to convert them to the standard C char\* type and using the corresponding #include <string.h> functions to process them.

# Task

Please can you read through the code and replace the String objects with char\*?

There is a branch on the github repository called “String-to-char-branch” which you can use to publish your code.