

I used the modulus operator and some simple math to limit the effective range of the rand() function to just include the ascii values from 32 (a space) to 127 (a backspace I think).

I did the same for the string function but wrapped it in a loop and added some extra randomization for the length of the string. Since I was changing the length of the string, I had to allocate memory dynamically and needed to clean that up with free().

I played around with using rand() to sometimes set the values to more specific values such as the "reset" string that the testme function is reading for and also for testing more five letter words with mostly letters of which most were lowercase.