Manipulation Module

//V1

This module concatenates 2 strings sized to a defined macro.

Edge cases tested the smallest possible strings, empty strings, and strings that together, take up all available memory.

An input of ‘q’ was tested to ensure it would result in ending the program.

A string that is greater than the initialized memory was tested to ensure it would not crash the program.

//V2

V2 of the program is able to compare strings received from user input, using the “strcmp” function.

This function will only compare strings up until it hits a NULL or a char that does not match.

If it hits a char that does not match, anything after that will not be considered in the comparison.

The chars are evaluated using their ASCII value.

The test cases included values where string1 was less, greater, and equal to string2, as well as cases to test if the program would crash if the user input was greater than the initialized memory from string1.