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.

//V3

V3 of this program will compare if string2 is found in string1 and return the index of where it was found.

Edge cases tested the result if a string was found at the 0, or last index, and the result if string2 was larger than the string being searched.

An input of ‘q’ was tested to ensure it would quit the program.

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