Testing

* Make the board
  + Dynamically allocated memory for the board depending on boardsize
    - Had to get board size from argv[2] OR if argc == 1, set up the standard board
* Reading in the board from a text file
  + Firstly, we got the total number of characters in the board by looking

ahead to the end of the board the calculating the difference between

position 0 and the end of the file.

* + Then, we rewind back to the beginning of the file in order to be able to

read from it from the beginning

* + Next, we check that the number of characters in the board is between the maximum and minimum allowed.
  + After this, we dynamically allocate the memory for the characters in the

board

* + Then, we read the entire board as it is easier to work with an array

than a whole text file.

* NOTE: isValidCoord function:
  + Originally, had two separate if statements on col and row to check they were above 0 and below or equal to the board length.
  + But as they are unsigned char, we know they are above 0 so got rid of that check.
  + We then used de morgan’s law to NOT the statement so we had to change the OR to an AND statement.
  + We then changed !GTE (greater than equal to) to LESS\_THAN board length as that is simpler to understand.