

259	int String_isValidFilename(char *sFilename)	Checks if a string has only valid characters.	The file name only contains letters.	sFileName = "CustomLevel"
			The file name only contains numbers.	sFileName = "001"
			The file name only contains alphanumeric characters.	sFileName = "Level20"
			The file name includes valid symbols.	sFileName = "Most-difficult-level (not_clickbait)"
260	int String_isValidChar(char c)	Returns whether or not a character is not an escape char.	The file name includes invalid symbols.	sFileName = "#%&^@%#^@#>#^#@^#%&!#@?"
			The file name includes invalid symbols.	c = '\n'
			The character is an escape character.	
261	char *String_replace(char *string, char cOld, char cNew)	Leaves the original string untouched. Replaces every instance of a character with another character.	The character is a control character.	c = '\0'
			The character is a lowercase letter.	c = 'a'
			The character is an uppercase letter.	c = 'M'
			The character is a number.	c = '6'
317	char *String_toUpper(char *string)	Converts a string to upper case. THIS MUTATES THE ORIGINAL STRING.	The character is a symbol.	c = '~'
			The character to be replaced is the same as the character replacing it	*string = "Hello, World." cOld = 'o' cNew = 'o'
			The character to be replaced is different from the character replacing it	*string = "Banana" cOld = 'n' cNew = 'a'
			The string only contains lowercase letters.	*string = "sometextthere"
			The string only contains uppercase latters.	*string = "SOMETEXTHERE"
			The string contains both lowercase and uppercase letters.	*string = "SomeTextHere"
			The string includes numbers, symbols, and uppercase and lowercase letters.	*string = "0_Some-Text Here"