Course: CS362
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Random Testing Quiz

Git URL:
https://github.com/aslivka/CS362-004-F2018/tree/slivkaa-random-quiz/projects/slivkaa/quiz

Development

My main rule for developing both the **inputChar()** and **inputString()** generator functions was to follow expected input. If inputChar was expected to produce certain characters, I made sure the valid characters were part of random set of characters returned by the function.

inputChar()

After examining **testme()** function, **inputChar()** was supposed to return the following characters in order, one char per function call: "[({ ax})]". Therefore, inside inputChar(), I created a string that only held the expected characters and then randomly selected one element from this string to return back to **testme**() for every call of **inputChar().** By limiting my string to only valid or expected characters, the runtime of the program was shortened drastically.

inputString()

A similar process was followed for the **inputString()** function. First, I defined a string of search characters, **searchStr**, with contents: "resetRST". To lengthen program runtime a little, extra invalid characters were added to it: "RST". After that, a loop ran which selected 5 random characters from the **searchStr** and assigned them to return string, **randStr**. After **randStr** was filled up, it was returned to **testme**() for verification.

To run program with makefile: enter "make".
In my experience, the entire program usually runs for only about 2-5 seconds, with 1000-5000 runs total.