

```
char inputChar()
```

The purpose of this function is to return a random character. From the conditionals listed in the testMe() function, I decided on selecting a range of ASCII characters from the lowest character being tested, " " (space) and the max character being tested, "}". The reason that I selected the range of characters was because there were also lowercase alphabetical characters being tested.

```
char *inputString()
```

The purpose of this function is to return a string of random characters. From the conditionals listed, I noticed that they were just lowercase alphabetical characters, so I had originally selected the range from "a-z". After a long time waiting for the program to stop, I decided that the random string testing code was too wide for the small subset of strings it was looking for. I then just pared down the range from "a-z" to "rest." By doing this, the print message appeared significantly faster and the iterations needed were reduced greatly, from millions to a few thousand.