

Carl Sinocruz  
sinocruc@oregonstate.edu  
CS362\_400\_S2019

## Random Testing Quiz Documentation

The purpose of this quiz was to implement a random tester for the `testme()` function in the `testme.c` file provided. Within `testme()` are two subroutines: `inputChar()` and `inputString()`, neither of which were originally implemented. The purpose of `inputChar()` is to return randomly generated characters and the purpose for `inputString()` is to return randomly generated string values. These values will be checked against pre-selected values and when there is a match, the state of the system will be altered. When all of the pre-selected values have been found in the correct sequence, the exit block of statements will be executed.

For `inputChar()`, I decided to use the `c` library function `rand()` to generate a random integer which would correspond to a specific character found on the ASCII table. I decided to further narrow the pool to only the printable characters, 32 - 127.

For `inputString()`, I also used the `rand()` function. Originally, the plan was to use the same pool of characters as was used for `inputChar()`, but due to time constraints, I reduced the pool to only the letters found in the target string. In addition, I also limited the length of generated string to be of the same length as the target string.