CS 362 Random Testing Quiz Write Up Yang Yang 10/25

After observing the if statements inside the while loop:

```
&& state == 0) state = 1;
              && state == 1) state = 2;
   (c ==
  (c == '{' && state == 2) state =
   (c == '
              && state == 3) state =
   (c == 'a'
              && state
                              state =
   (c ==
         'x'
              && state == 5) state = 6;
              && state == 6) state = 7;
   (c ==
   (c ==
              && state == 7) state = 8;
   (c ==
              && state == 8) state = 9;
if (s[0] == 'r' && s[1] == 'e'
   && s[2] == 's' && s[3] == 'e'
&& s[4] == 't' && s[5] == '\0'
   && state == 9)
  printf("error ");
  exit(200);
```

I notice that the characters we care are:

```
{'a','x',' ','[','(','{','}',')',']'};
```

the characters in "reset". Randomly select one character from the list and eventually, the state will be increased to 9. Then randomly generate a combination of strings using {r, e, s, t}. Ultimately, if the random string is "reset", the coverage is complete.

So for inputChar(), I just randomly return a char from the list of characters we care;

```
char inputChar()
{
    char charlib[9] = {'a', 'x', '', '[', '(', '{', '}', ')', ']'};
    int x = rand() % 9;
    char c = charlib[x];
    return c;
}
```

Similar method for inputString:

```
char *inputString()
{
    int charlib[4] = {114, 115, 116, 101};
    static char rands[6];
    int i;
    for (i = 0; i < 5; i++) {
        int randInt = rand() % 4;
        rands[i] = charlib[randInt];
    }
    return rands;
}</pre>
```

Then I ran following scripts:

```
$ gcc -o testme testme.c -coverage -fpic -lm
$ ./testme.exe |
```

Error occurs:

```
Iteration 1227: c = , s = trsre, state = 9
Iteration 1228: c = x, s = retee, state = 9
Iteration 1229: c = (, s = reset, state = 9
error
```

Then use gcov:

```
$ gcov testme.c -b
File 'testme.c'
Lines executed:97.30% of 37
Branches executed:100.00% of 52
Taken at least once:96.15% of 52
Calls executed:100.00% of 10
Creating 'testme.c.gcov'
```