

Random Testing Quiz

In order to find the error message, there needs to be a random tester that goes through a certain range of characters from the ascii table.

The first step I took in making the random tester was to look up the ascii chart and map out what the lowest value and highest value needs to be. I first started with the character section. To do this I found that the lowest character will be a space and this is 32 on the ascii chart. The highest for random character was '}' and this was 125 on the ascii chart.

Once I had my range, I was able to use the rand() command. I took rand and modulus it by 94. This will give me a range of 0 to 93. Since my low is 32, I added 32 to the total and this would, in turn, make my high 125.

I then moved on to the string function and took a similar approach. The string needs to spell out reset\0. With this in mind we can eliminate a few extra characters. The lowest is e which is ascii 101. The highest is t which is ascii 116. Following the same process as before my range for rand will be 16 + 101. The range is then 101 to 116.

To deal with a string, I needed to create an array that was size 6. This would allow reset\0 to fill the array. I used a while loop to fill the array with random characters. Once the array is filled (0-4), the final 5th element placed outside of the loop is '\0'. From here until the code is cracked the program will keep running through the program.