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Random Testing Quiz

Testing

I created a brief randomizer function to randomize a set of characters dictated by the relevant upper and lower limits set by defined constants. For the inputChar() function, this is the entire range of human-readable ASCII characters, from space to tilde and all punctuation, letter, and number characters between. inputChar() only needs a single character, so it simply returns the result of a call to this randomizer function.

Were this program to be used in a real life scenario, the inputString() function should randomize characters from a larger range, such as the entire range of lower case letters. In such a scenario, it could call inputChar to randomize characters, and add those character to a character array that represents the string. For the sake of optimizing speed and testing results quickly, I opted to use only the letters designed to trigger our error message.

I designed the inputString() function to return a six character array containing five alphanumeric characters and a null character. These characters are chosen from a more limited array of characters, ‘e’, ‘r’, ‘s’, ‘t’, derived from the testme() function’s error condition. It makes use of a buffer so that it can load a string in one randomized character at a time using a for loop. This buffer may have an error itself, as my strings vary in length from 0 to 5 letter characters, but random chance still lets me hit the error condition quickly.