

`inputChar()`:

This version of `inputChar` returns a char that is some subset of the characters that are to be tested by `testme.c`. These values are found in `testme()`. This is part of what makes the test actually random – if the same values were tested every time, it would be a little more linear.

`inputString()`:

This function returns a string that is some re-ordering of the letters in “tester.” Since the code is looking for the values ‘r’, ‘s’, and ‘t’, this should give it something to complain about.