CS362-004

Random Testing (RT) Quiz

The primary goal of this quiz is to learn how to generate a random test generator.

Note:

- This is NOT part of the team project. Do it on your own!
- Use the attached file named testme.c

Quiz Details:

- 1) Implement a random tester for the function **testme()** in **testme.c** (**attached file**) that is capable of printing the error message. You should implement **inputChar()** and **inputString()** to produce random values.
- 2) Write up the development of your random tester and how it finds/prints the error message as randomstring.pdf. The **randomstring.pdf** is a text file that outlines how you developed your solution and how it works.
- 3) Create a Makefile and add a rule in the Makefile that will compile and execute the testme.c file.
- 4) Submit testme.c and the Makefile under your onid directory in a directory quiz in the class GitHub (under your onid directory and not under dominion directory), like projects/aburasa/quiz/testme.c.
- 5) Create a new branch of your repository called "**youronid-random-quiz**" contains your final submission. This branch must be created before the due date to receive credit.
- 6) Add a comment in Canvas and give the URL for your fork (under Random Testing Quiz).

Helpful hints:

- You can choose and design your input pool (such as, string size (random or fixed), include every characters in the ASCII code, include every lowercase letter in the alphabet, or include only the letters used in the target statement, etc.).
- Your random test generator should not take more than five minutes to achieve the coverage goal.

Submission instructions:

- Canvas
 - randomstring.pdf that outlines how you developed your random tester and how it works!
- The class github repository
 - Submit your complete dominion code under projects/your-onid/quiz.

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- ** Add a comment in Canvas and give the URL for your fork (under Random Testing Quiz).