

# Random Tester Documentation

liam beckman

## 1 Implementations

### 1.1 char inputChar()

```
int random;  
char character;  
  
random = rand() % 127;  
character = (char) random;  
  
return character;
```

### 1.2 char \*inputString()

```
int random;
char *string;
int size = 6;
string = malloc(size * sizeof(char));

int i;
for (i = 0; i < size; i++)
{
    random = rand() % size;
    switch (random)
    {
        case 0:
            string[i] = 'r';
            break;
        case 1:
            string[i] = 'e';
            break;
        case 2:
            string[i] = 's';
            break;
        case 3:
            string[i] = 'e';
            break;
        case 4:
            string[i] = 't';
            break;
        case 5:
            string[i] = '\\0';
            break;
    }
}

return string;
```