Anthony Liestyo

Random testing quiz

To find the error message, it needs a random tester that goes through certain range of characters from the ascii table. First step would be to look up the ascii char and map out the lowest and highest value. Starting with the character section, I find the lowest character will be a space and this is 32 on the ascii chart. The highest random character would be '}' and this was 125 on the ascii chart. Once I know the range, I was able to use the rand() command. By taking the rand and modulus to 94, it gives me a range of 0 to 93. Since my low is 32, I added 32 to the total and it would make my high 125. Moving on to string function, the string need to spell out reset\0. By eliminating few extra characters, the lowest is e which is ascii 101, highest is t, which is 116. With the same process, my range for rand will be 16+101, the range would be 101-116. To deal with string, I needed to create array with the size of 6. It would allow to reset \0 to fill the array. Using while loop to fill the array with random characters. Once array is filled (0-4), the 5th element placed outside of the loop is '\0'.