

Random Testing Quiz Documentation

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For this program to end, the `testme()` function must find several letters in the range 32 to 126 of the ASCII table. Once these letters have been found, the word "reset" must be found, which will then cause the program to print out "error" and exit with code 200.

`inputChar()` Explanation

To test the part of the file that looks for the several random letters mentioned above, I first wrote the following random number generator: `"int n = rand() % (126 - 32) + 32;"`, which basically returns a number or char between the ASCII code of 32 and 126. I then checked to see if the character was uppercase. If it was upper case, I added 32 in order to make it lower case. This letter was then returned.

`inputString()` Explanation

To test the part of the file that looks for the word "reset", I first allocated memory to an array of chars (in C this is a string). I then created an array of the letters found in the word "reset". These letters are e, r, s, and t. I looped 5 times and randomly selected 1 of these 4 letters for each position in the 5 letter word. I then made sure the last position had the null terminator. The string was then returned to `testme()`.