

CS362, Software Engineering II

Random Testing Quiz

Random Testing Quiz - The primary goal is to test your ability to create a random test generator.

1. Github

- a. Create and check out a new **random-quiz** branch from Master.
- b. Create a new folder under projects\your-onid called quiz

2. Random Test

- a. Copy the testme.c file included in the Canvas Module into your projects\your-onid\quiz folder.
- b. Implement a random tester for the function **testme()** in **testme.c**. Your random tester will print the output of any error messages. You will implement code in the two functions **inputChar()** and **inputString()** to produce random values.
 - i. You can choose and design your input pool (such as string size, random or fixed length, include every character in the ASCII code, include every lowercase letter in the alphabet, include only the letters used in the target statement, etc.).
 - ii. Your random test generator should not take more than five minutes to achieve the coverage goal of at least 85% branch coverage.

3. Documentation

- a. Describe in detail how you developed your random tester in a file called **randomstring.pdf**.

4. Makefile

- a. Create a Makefile and add a rule in the Makefile that will compile and execute the testme.c file.

Deliverables:

1. Push your random-quiz branch to github.
2. Upload your randomstring.pdf document to Canvas.
3. When you submit your PDF to Canvas, add a Comment in the Comments Box and provide the URL for your GitHub repository, **random-quiz** branch. (-10 points for missing it).