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Random Testing Quiz

The goal of this assignment was to find the error message. In order to achieve that goal, I created a random tester that goes through a range of characters as defined on the ASCII table.

First, I researched the ASCII chart, and decided what the highest and lowest values needed to be. I discovered that in the character section, the lowest value was for space, which corresponds to 32. The highest was for the } symbol which corresponds to 125 on the chart.

Then, I took the range and used the `rand()` function combined with modulus to return my range of 0 to 93. Knowing my low was 32, I added it to 93 to return the 125 I determined necessary. With the string function, I took a similar approach. I knew the goal was to return `reset\0`. Again referring to ASCII charts, I noted the low of `e` which corresponds to ASCII 101 and the highest of `t` which corresponds to ASCII 116. I then followed the same process, making my `rand()` range 101 to 116.

I created an array because I needed to be able to handle a string. I defined it with a size of 6 to handle `reset\0`, and used a while loop to initially fill it with random characters. Once 0-4 is full, the fifth element `\0` can be placed.