

In order to find the error message, I looked at the if ladder and determined that many conditions have to be met sequentially in order for the final error message gets printed. The 'state' variable does not change until a character condition is met. In order to reach error message the fastest, I created a subset of characters that are used to meet conditions that change the state, until state = 9. Then, a string condition must be met. It is only comprised of 4 characters, so I made a small subset of those characters to choose from. When the generator randomly generates the word 'reset' the final conditional is met and the error message is displayed. Although I did not write this line in the code, it is important to note that calling `srand(time(NULL))` before `testme()` is key in order to seed the random number generator correctly, and ensure randomness every time we try to run this program.