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Course: CST8152 - Compilers, Lab Section: 011  
Assignment: 1  
Professor: Svillen Ranev  
Due Date: February 1, 2017  
Date: February 7, 2017  
Contents: Test Plan, buffer.c, buffer.h, ass1fi.out, ass1mi.out, ass1ai.out, ass1e.out

# Test Plan

During the development of the buffer, I used printf statements to debug specific portions of the program to during operation, including printing raw HEX output (%x) to check read/write offset positions, and checking existence of both unwanted and intentional EOF values in the last character location. Once the program consistently returned “acceptable” output, I began comparing the output of the buffer and the expected output using Total Commander. In addition, I compiled the same source code under GCC and clang on macOS, to ensure there was no compiler-specific behavior. One issue encountered was memory allocation sizing, in which macOS would return slightly more bytes than Windows would. I disregarded that portion of the buffer’s behavior until the final tests. To synchronize my changes while switching between platforms I used a private Git server.

Once the main test files returned no difference in output, the big file was used for testing main edge cases. All final test output files were done under Windows.

## Notes:

MS Visual Studio Compiler (msvc) will warn about single line // comments in stdio.h and limits.h. No other warnings were shown using neither GCC or LLVM Clang using -ANSI and -pedantic flags