Use refactored code from assignment-2 for assignment-4

Automated random test generator for three cards.

* Adventurer
* One card you wrote unit tests for in assignment 3
* Another one of your choice

randomtestcard1.c, randomtestcard2.c, randomtestcard3.c

Make at least one code coverage 100% statement and branch coversage.

No more than 5 minutes for coverage goal

Random testing criteria:

1. Identify the method under test
2. Identify all the dependencies (params)
3. Write code to generate random inputs for the chosen method
4. Invoke the method
5. Check for stopping criterion. If not satisfied, go back to identify params

* If input is a primitive data type generate a random primitive value.
* If input is an array, creaete an array and initialize with with random values
* Try to “stay random” but shift the probability space (e.g., if you choose int
* numCoppersInDeck = rand() % 20 and int numAdventurersToPlay = rand() % 10. There
* must be a logical reason in the code specification for choosing 20 and 10.