

Write an ALP that will take a user input that will be the name of the file and rename the file entered by the user to test1.txt. User input will be of form *filename.ext*. The filename entered by the user will not exceed 8 characters and the extension will not exceed 3 characters. [You can assume that the File is already there in your bin folder]

For e.g. If user enters microprc.txt. The file microprc.txt will be renamed to test1.txt.

Use Model Tiny.