# Computer 8 Lab 7

For this lab create a java program that allows the user to enter a string. The user should then be able to choose an option 1-5 that correspond to 5 of the string methods on pages 265-266 of the text (you can decide which ones you want to use). The user should then see the result after the string is manipulated. Make sure to print out what the options 1-5 refer to at the beginning of the program so the user knows what to enter.