

Solution Review: Playing With Strings

In this review, solution of the challenge 'Playing With Strings' from the previous lesson is provided.

We'll cover the following

- Solution: To be upper case or not to be?
- Understanding the code

Solution: To be upper case or not to be?

```
class challenge_four {  
    public static String test(String x) {  
  
        if (x.length() % 2 == 0) {  
            return x.toUpperCase();  
        }  
  
        return x.toLowerCase();  
    }  
    public static void main( String args[] ) {  
        String odd = "Hello";  
        String even = "John";  
        System.out.println( "Hello:" + test(odd));  
        System.out.println( "John:" + test(even));  
    }  
}
```



Understanding the code

- **Line 4:** The **if condition** first finds the length of the input String. This is done by using the method, `x.length()`. Then it checks whether the length, when **divided by 2** gives a zero remainder or not. Given that the **remainder** is `0`, the input variable, `x` is **even** so *line 5* will be executed. If not, then jump to *line 8*.
- **Line 5:** `returns` the `upper case` String `x`

- **Line 8:** Returns the **upper case** string **x**.
 - **Line 8:** Provided this **if** condition is not met, on **line 4** the **lower case** version of String **x** is **returned**.
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Let's go through a *quick quiz* to test your understanding.