CS 2003 Fundamentals of Algorithms and Computer Applications
Lab 6: Recursive method for recognizing a palindrome

Copy `Lab6.java` from the `~class_sandip/2003/` directory and complete the class `Lab6` where the `main` method repeatedly

1. prompts the user to input a string;

2. recursively check if the string is a palindrome;

3. print out a message accordingly;

until an empty string is input.

- The recursive method to check the palindrome must have the following signature:
  `public static boolean isaPalindrome(String expr)`

- The `String` class contains methods to

  - obtain the length of a string;
  - obtain the `char` at a specified position of a string;
  - obtain a substring of a string;

  check the latest java api to find details of the `String` class.

- To obtain the input, use the method `nextLine` of the `Scanner` class.

- **Submission:** Submit only the updated file `Lab6.java` via `Harvey`.