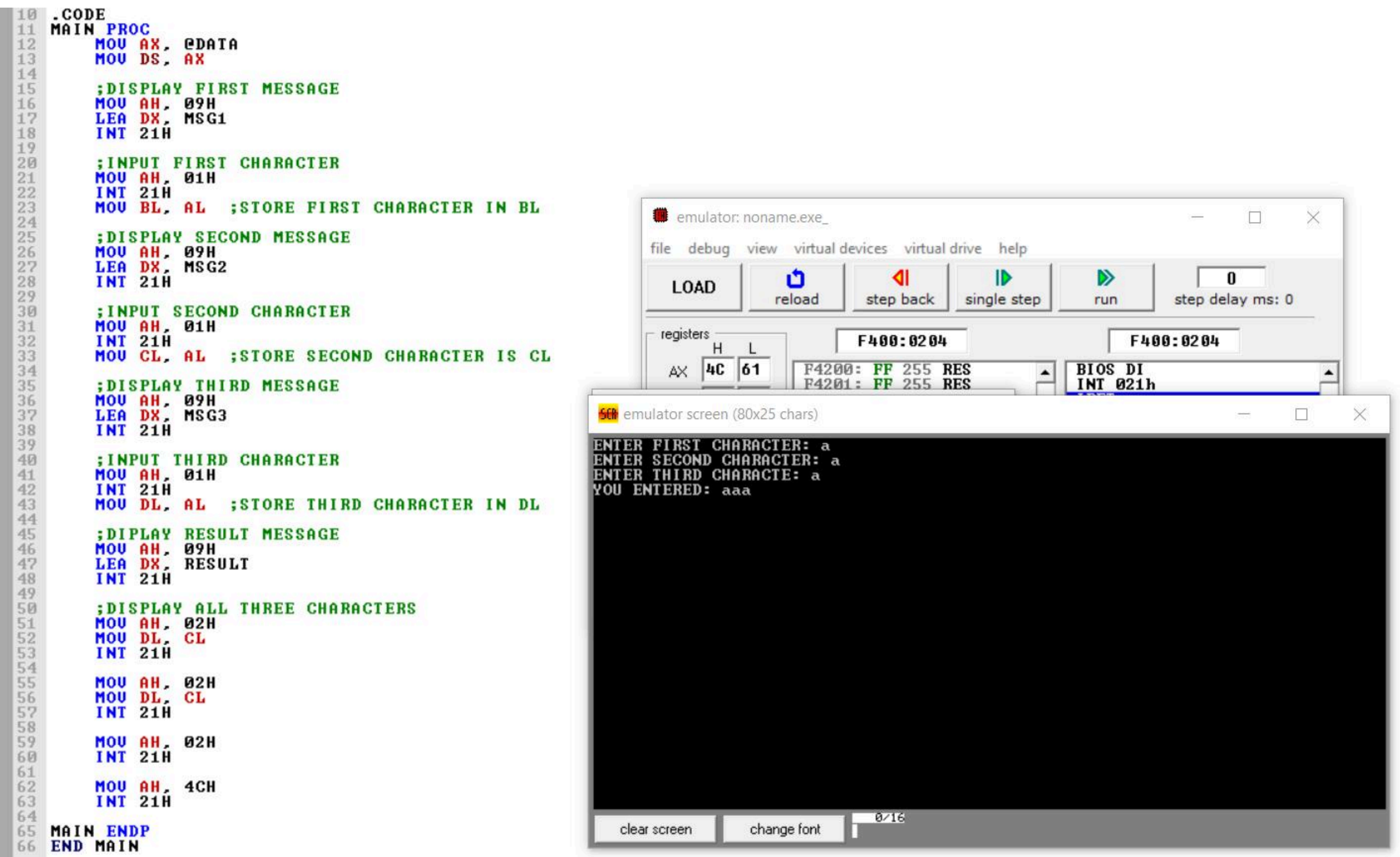
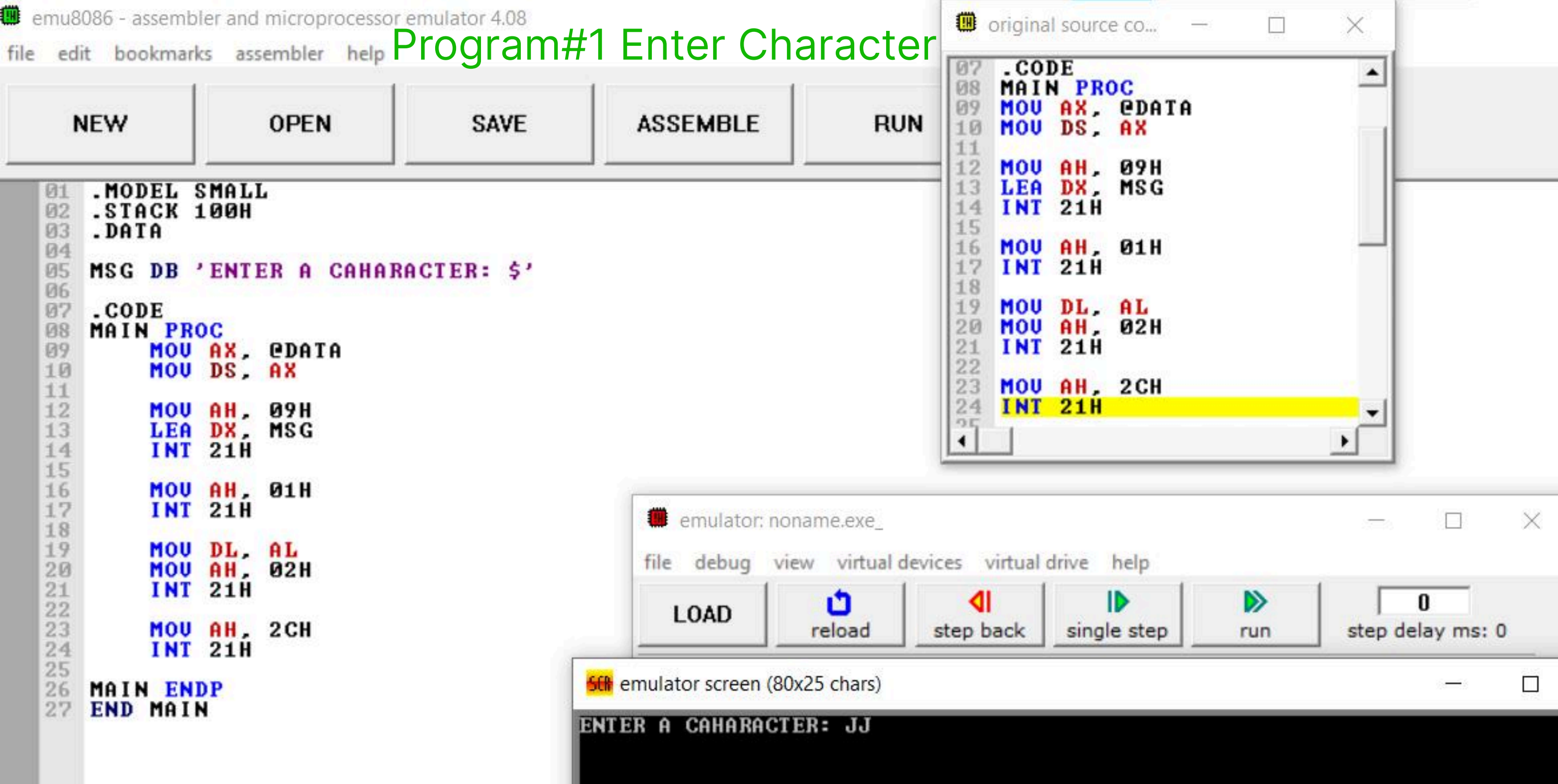


Class Activity #2

Program#1 Enter Character



Program#2 Upper Case

