Lab 15
String Helper

Objective:

Write a program that creates a helper class called **StringHelper**. This class has methods not already built into strings, but should be because they are super useful.

First create a class called **StringHelper** which has the following static methods

- meshStrings: This method takes in two strings via parameters, meshes them together, and returns the meshed strings. Meshing alternates the each character in the first string with every character in the next string. If there are not enough characters to fully mesh then the rest will be appended to the end. For instance if the two strings were "harp" and "fiddle" the returned string will be "hfairdpdle".
- replaceVowelsWithOodle: This method takes in one string via parameter, and returns the string with every vowel (a,e,i,o,u) replaced by the phrase "oodle". For instance if the string is "burrito" then the returned string would be "boodlerroodletoodle". Also case does not matter.
- weight: Much like length returns the number of characters in a string, the weight gives the weight in kilograms. This method takes in a string and returns a double value corresponding to its weight. Everyone knows that a word's weight is determined by each vowel (a,e,i,o,u) counting as 2.5 kilograms and each consonant as 3.4 kilograms.

Finally create a class called **StringHelperTester**

- This class DOES HAVE a main method
- Test each method multiple times to determine if they work.

Example Dialog:

```
Welcome to the String Helper Tester

Meshing harp with fiddle
hfairdpdle
Replacing vowels with oodle in the word burrito
Boodlerroodletoodle
The weight of the word taco is
11.8
```

Lab Report Questions:

1. Define a static method and give when is it most appropriate to use a static methods?
2. Is it possible for a static method to call a non-static method?

Finally:

Upload ALL java files to the dropbox