This is the where the main method is located. The String yourString is in this case the only thing we can alter. The second line runs a function called *method1* and is passed the values in *yourString*.

```
public static void main(String[] args) {
   String yourString = "sDkVlIpWqZx";//Your string value
   method1(yourString);
}
```

Method1 renders value inside *yourString* to an array of char called *chars*:

```
char[] chars = s.toCharArray();
```

Method1 contains in addition two more char-arrays with four predetermined values each called earlyLetters and lateLetters. The loop runs through the characters in char and checks if and index of the char matches any index of the other arrays. It provides three possible messages for each iteration: "early letter found" if a character matches a character in earlyLetters, "Found (char[I])" if it does not match any characters, and "This is a (char[I])" if it matches any of the characters in lateLetters. The method called charInArray is used inside the loop as the function and does the comparing.

Inside the Else-If statement that compares the characters in *char* which is passed into a new method *method2* which throws it as an exception back to *method1* where it catches it and prints the proper message:

```
method2(chars[i]);
} catch (RuntimeException re){
    System.out.println(re.getMessage());
}
```

If the characters in *char* do not belong to either *earlyLetters* or *lateLetters* it simply executes the last Else where it prints "Found (char[i])".

At first, I did not understand the output but as I read through the code and understood it properly, I altered the values in:

String yourString = "adcdbpzzzzz";

And as expected I got the results

early letter found, early letter found, early letter found, early letter found, Found r, Found p, This is a w, This is a x, This is a y, This is a z.