Name: Lutika Kolhe

Core Java Assignment 3

Assignment on String Class

1.Write an application to determine the length of the string =”Hello world”.

**package** assignment;

**import** java.util.Scanner;

**public** **class** Length {

**public** **static** **void** main(String[] args)

{

String str;

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("enter the string:");

str=sc.nextLine();

System.***out***.println("length of the string:"+ str.length());

}

}

Output:

enter the string:

Hello World

length of the string:11

2.Write an application to join the two string “Hello” and “How are you?”

**package** assignment;

**public** **class** Join {

**public** **static** **void** main(String[] args)

{

String s1="Hello",s2="How are you";

System.***out***.println("Print:"+ s1 +s2);

}

}

Output:

Print:HelloHow are you

3. Given a string “java string pool refers to collection of string which are store in heap memory” perform the following operations:

a. print the string to console in lower case

**package** assignment;

**import** java.util.Scanner;

**public** **class** Pool {

**public** **static** **void** main(String[] args)

{

String s1,s2;

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Uppercase letter:");

s1=sc.nextLine();

s2 = s1.toLowerCase();

System.***out***.println("lowecase:" +s2);

}

}

Output:

Uppercase letter:

LUTIKA

lowecase:lutika

b. Print the string to console in upper case

**package** assignment;

**import** java.util.Scanner;

**public** **class** Pool {

**public** **static** **void** main(String[] args)

{

String s1,s2;

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Lowercase letter:");

s1=sc.nextLine();

s2 = s1.toUpperCase();

System.***out***.println("uppercase:" +s2);

}

}

Output:

Lowercase letter:

lutika

uppercase:LUTIKA

c. Replace all ‘a’ character in a string with ‘$’ sign

**package** assignment;

**import** java.util.Scanner;

**public** **class** Pool {

**public** **static** **void** main(String[] args)

{

String s1,s2;

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Enter the string:");

s1=sc.nextLine();

s2 = s1.replace("a","$");

System.***out***.println("string:" +s2);

}

}

Output:

Enter the string:

Dream Capgemini

string:Dre$m C$pgemini

d. Check if the original string contains the word “collection”

**package** assignment;

**import** java.util.Scanner;

**public** **class** Pool {

**public** **static** **void** main(String[] args)

{

String s1,s3;

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Enter the string:");

s1=sc.nextLine();

System.***out***.println("Enter the string to be checked:");

s3=sc.nextLine();

**boolean** s2 = s1.contains(s1);

System.***out***.println("string:" +s2);

}

}

Output:

Enter the string:

Capgemini is my dream company

Enter the string to be checked:

Capgemini

string:true

f. use another method to check strings are equal.

**package** assignment;

**import** java.util.Scanner;

**public** **class** Pool {

**public** **static** **void** main(String[] args)

{

String s1,s3;

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Enter the string:");

s1=sc.nextLine();

System.***out***.println("Enter the string to be checked:");

s3=sc.nextLine();

**boolean** s2=s1.equals(s1);

System.***out***.println("print:" + s2);

}

}

Output:

Enter the string:

Capgemini is a MNC company

Enter the string to be checked:

MNC

print:true

Assignment on String Buffer Class

STRINGBUFFER

1. Write an application to append the following strings “StringBuffer”, “is a peer of a String”, “that provides much of”, “the functionalities of string” using StringBuffer.

**package** assignment;

**public** **class** Buffer {

**public** **static** **void** main(String[] args)

{

StringBuffer buffer=**new** StringBuffer("Hi");

buffer.append(" " +"Hello");

System.***out***.println(buffer);

}

}

Output:

Hi Hello

1. Insert the following string “insert text” into the string “it is used to \_at the specified index position” at the location denoted by \_sign using StringBuffer.

**package** assignment;

**public** **class** Buffer {

**public** **static** **void** main(String[] args)

{

StringBuffer buffer=**new** StringBuffer("It is a acspecified index position");

buffer.insert(14 ,"insert text ");

System.***out***.println(buffer);

}

}

Output:

It is a acspecinsert text ified index position

1. Reverse the following string “This method is used to return the reverse object on which it was called” using StringBuffer class

**package** assignment;

**public** **class** Buffer {

**public** **static** **void** main(String[] args)

{

StringBuffer buffer=**new** StringBuffer("This method is used to return the reverse object on which it was called");

buffer.reverse();

System.***out***.println(buffer);

}

}

Output:

dellac saw ti hcihw no tcejbo esrever eht nruter ot desu si dohtem sihT

Provide solution for “Assignments of stringBuffer class” using StringBuilder”