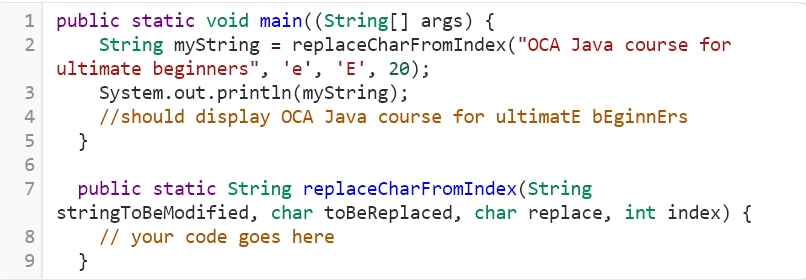
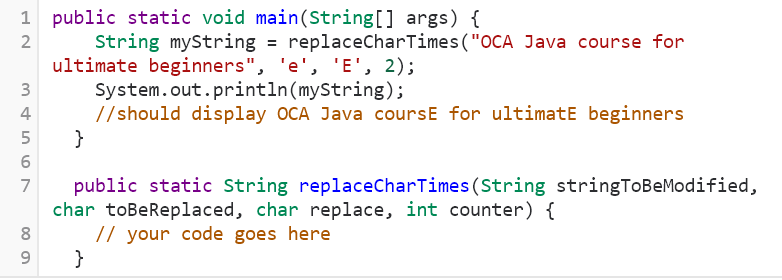
1.

sa modificati metoda in asa fel ca ea sa primeasca si un int care va fi indexul de la care sa inceapa sa schimbe stringul. De exemplu:

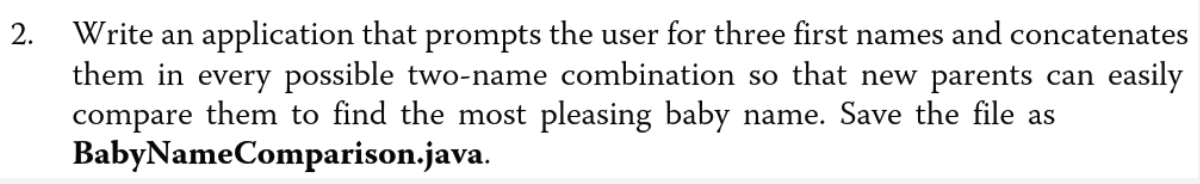


2.

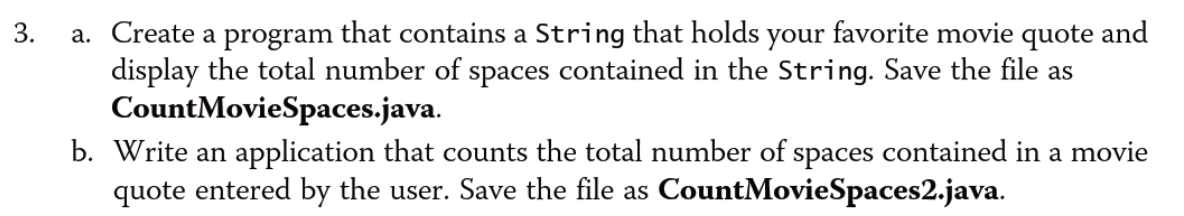
inca un exercitiu: Modificati metoda din clasa in asa fel ca ea sa primeasca un counter care indica cite ocurente a char-ului \*toBeReplaced\* sa fie schimbate cu char-ul \*replace\*



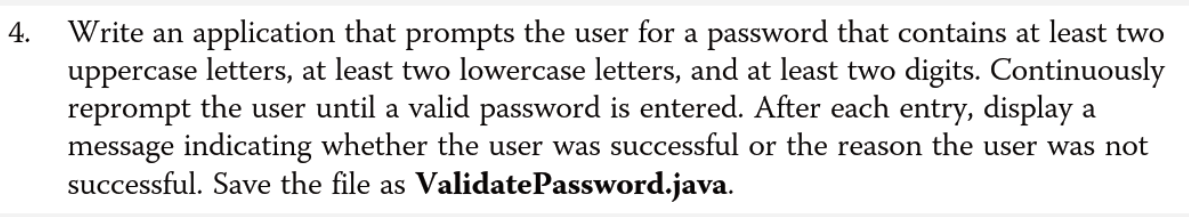
3.



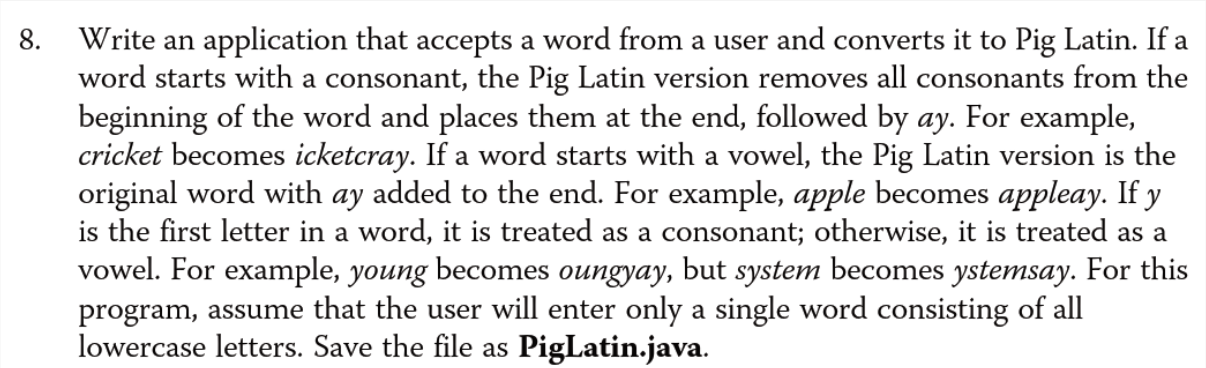
4.



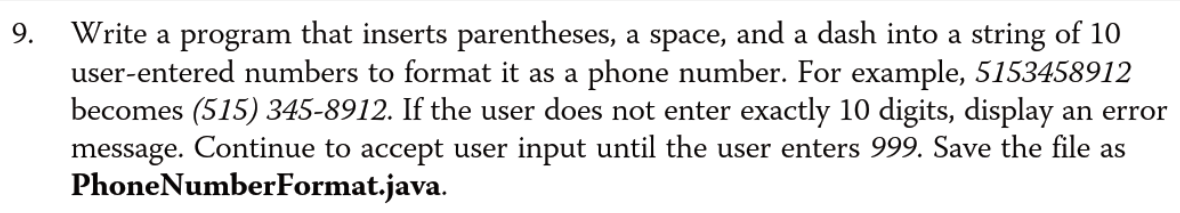
5.



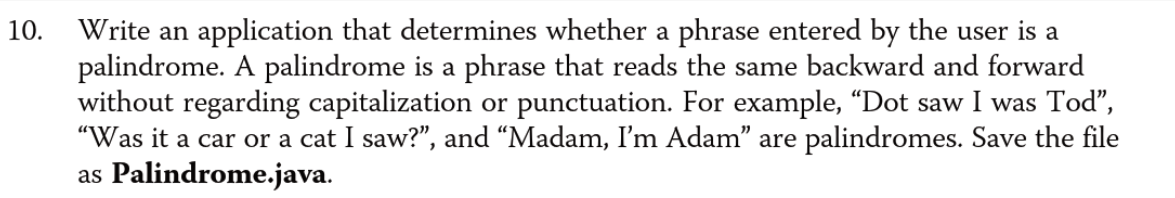
6.



7.



8.



9.

