**Programming** **Lab Exercise 3c**

Before you start:

Create a folder called **Lab3** inside your personal **java** folder you created at the start. Save all your work for lab 3 in this folder.

Using JCreator:

**Q1.**

1. Write a program in Java called **reverseString** to read in a string from the keyboard into a variable using the Scanner class. It should then print out the letters of the string in reverse order.

Hint: we can use the length() and charAt() methods of the string class to interrogate the string.

e.g.

INPUT: Oisin

OUTPUT: nisiO

INPUT Hello World

OUTPUT dlroW olleH

**Q2.**

1. Write a program in Java called **codeString** to read in a string from the keyboard into a variable using the Scanner class. It should then print out the a coded version of the string by adding one to each of the ascii codes of the letters and printing the corresponding letters instead.

e.g.

INPUT: Oisin

OUTPUT: Nhrhm

**Q3.**

1. Extend the program called **codeString** to offer the user the option to code or decode a string as in question 2. Add the necessary decode functionality.