

Laboratory Activity #2

A. Word Swap

Write a method `wordSwap` that switches the order of values in an `ArrayList` of `Strings` in a pairwise fashion. Your method should switch the order of the first two values, then switch the order of the next two, switch the order of the next two, and so on. For example, if the list initially stores these values: `{"four", "score", "and", "seven", "years", "ago"}` your method should swap the first pair, "four", "score", the second pair, "and", "seven", and the third pair, "years", "ago", to yield this list: `{"score", "four", "seven", "and", "ago", "years"}`

If there are an odd number of values in the list, the final element is not moved. For example, if the original list had been: `{"to", "be", "or", "not", "to", "be", "hamlet"}` It would again swap words, but the final word, "hamlet" would not be moved, yielding this list: `{"be", "to", "not", "or", "be", "to", "hamlet"}`

B. Replace strings with Length 4

Write a method `replace4` that takes an `ArrayList` of `Strings` as a parameter and that places a string of four asterisks `****` in front of every string of length 4. For example, suppose that a variable called `list` contains the following values: `{"this", "is", "lots", "of", "fun", "for", "every", "Java", "programmer"}` And you make the following call: `replace4(list)`; then `list` should store the following values after the call: `{"****", "this", "is", "****", "lots", "of", "fun", "for", "every", "****", "Java", "programmer"}` Notice that you leave the original strings in the list, "this", "lots", "Java", but include the four asterisk string in front of each to mark it.

C. Remove Even Strings

Write a method `removeEven` that takes an `ArrayList` of `Strings` as a parameter then removes all strings with even length. For example, suppose that a variable called `list` contains the following values: `{"this", "is", "lots", "of", "fun", "for", "every", "Java", "programmer"}` And you make the following call: `removeEven(list)`; then `list` should store the following values after the call: `{"is", "of", "fun", "for", "every", "programmer"}`

