**Assignment 2: String Manipulation**

1. Write a program in Java that takes a string as input and outputs the reversed

version of the string without utilizing any built-in reversal methods or functions.

Ensure the program handles input validation and edge cases appropriately.

1. Write a program in Java that checks whether two input strings are anagrams of

each other. The program should consider all characters, including whitespaces

and punctuation, and provide a clear indication of the result.

3. Write a program in Java that accepts a string and a specific character as input and

outputs the count of occurrences of that character within the given string. Ensure

the program handles different cases, such as empty strings and characters not

present in the input string.

4. Write a program in Java to remove all white spaces from a given string without

relying on the replace() method. The program should output the modified string

while preserving other characters and maintaining the original order.

5. Write a program in Java to determine whether a given string is a palindrome or

not. Consider various cases, including whitespace sensitivity and punctuation,

and ensure the program provides clear output indicating the result.

6. Write a program in Java to find the length of a string without using the length()

method. The program should traverse the string character by character and

count the number of characters until reaching the end of the string.

7. Write a program in Java that concatenates two input strings without using the

concat() method. Ensure the program handles different cases, such as empty

strings, and provides the concatenated result as output.

8. Write a program in Java that converts a string representing an integer into an

integer value without utilizing parseInt() or valueOf() methods. The program

should handle both positive and negative integer strings and provide appropriate

error handling for invalid inputs.

9. Write a program in Java to find the first non-repeated character in a given string.

The program should efficiently traverse the string and identify the first character

that does not repeat elsewhere in the string.

10. Write a program in Java to generate and display all possible permutations of a

given string. Ensure the program efficiently handles different input lengths and

provides clear output showcasing all permutations.