

Java – Mr. Ascione

Stringer-cizes!!!

OBJECTIVE: This program will give you some practice (exercise) using String methods and objects.

SPEC: Complete the skeletal Stringer class to spec. Each method is described in detail. Key methods that we will be practicing are

Files Needed: *Stringer.java*
 StringerRunner.java



Your Task: You've got a simple client pre-coded. Your task is to complete the Stringer class based on the spec and documentation.

Test Output:

```
C:\Windows\system32\cmd...
?
?
2
allfootb
football
abcmhmnstuyz
Press any key to continue . . .
```