

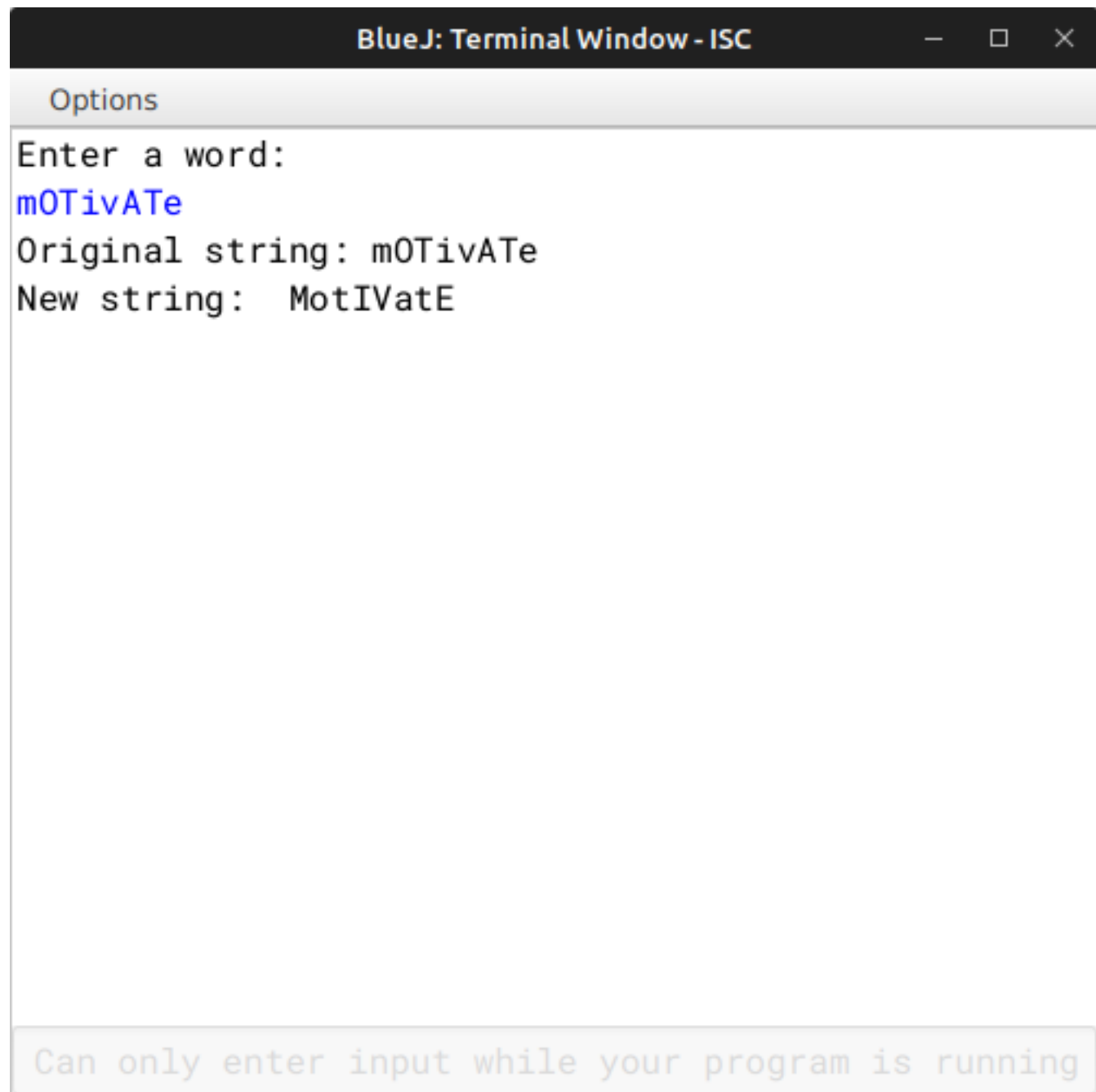
## ALGORITHM

- Step-1 :- START
- Step-2 :- Create a class named as "Toggle".
- Step-3 :- Create a constructor to initialize the instance variable String str and newstr with null, int len with 0.
- Step-4 :- Create a void method "readword()" to input a word in str and count the length of the word and store in len.
- Step-5 :- Create a void method "toggle()" to go through the whole word and check if the letter is uppercase or lowercase and convert it to its opposite case.
- Step-6 :- Create a void method "display()" to print the original and the new word.
- Step-7 :- Create the "main" method to create a object and call "readword()", "toggle()" and "display()" methods.
- Step-8 :- END

## VD TABLE

Sr. No.	Variable	Data Type	Description
1	str	String	Stores the input word
2	newstr	String	Stores the new toggled word
3	len	int	Stores the len of the input word
4	i	int	To iterate the for-loop for going through the word

## OUTPUT



A screenshot of a BlueJ Terminal Window titled "BlueJ: Terminal Window - ISC". The window has a dark title bar with standard window controls (minimize, maximize, close). Below the title bar is a light gray bar labeled "Options". The main area of the terminal is white and contains the following text: "Enter a word:", "mOTivATe" (in blue), "Original string: mOTivATe", and "New string: MotIVatE". At the bottom of the terminal is a light gray bar with the text "Can only enter input while your program is running".

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BlueJ: Terminal Window - ISC
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Options

Enter a word:  
mOTivATe  
Original string: mOTivATe  
New string: MotIVatE

Can only enter input while your program is running