# String Manipulator - Group 2

Create a program that executes changes over a string. First, you are going to **receive** **the string**, then commands.

You will be receiving **commands** until the "**Done**" command. There are **six** possible commands:

* **"Change {char} {replacement}"**
  + **Replace** all occurences of **{char}** with **{replacement}**, then **print** the **string**.
* "**Includes {string}"**
  + **Check** if the string **includes** with **{string}** and **print** "**True**/**False**".
* "**End {string}"**
  + **Check** if the string **ends** with **{string}** and **print** "**True**/**False**".
* "**Uppercase"**
  + Make the **whole** **string** **uppercased**, then **print** it.
* "**FindIndex {char}"**
  + Find the **first index of {char}**, then **print** it.
* "**Cut {startIndex} {length}"**
  + **Remove** all **characters** from the **string** **except** for those **starting** from **{startIndex}** and the **next** **{length}** characters, then **print** it.

## Input

* On the **1st line** you are going to receive the **string**.
* On the next **lines**, until the **"Done"** command is received, you will be receiving commands.
* All commands are case **sensitive**.
* The **input** will **always** be **valid**.

## Output

* **Print** the **output** of every **command** in the **format** **described** **above**.

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| //Th1s 1s my str1ng!//  Change 1 I  Includes string  End my  Uppercase  FindIndex I  Cut 5 5  Done | //This is my string!//  True  False  //THIS IS MY STRING!//  4  S IS |