

<b>Exposure Java</b>	<b>Lab 08</b>
<b>The "Palindrome" Program</b>	<b>80 &amp; 100 Point Versions</b>
<b>Assignment Purpose:</b>  This program requires knowledge and manipulation of Java <b>String</b> objects. Do not use the <b>charAt</b> method for this program.	

Write a program that determines if an entered string is a **Palindrome**. True palindromes are strings of characters that read the same backward as forward. This does mean all characters, including spaces and punctuations. Examples of palindromes are:

**MADAM, RACECAR, BOB, HANNAH, CIVIC, KAYAK, LEVEL, REVIVER**

```
// Lab08vst.java
// The "Palindrome" Program
// This is the student starting file.

import java.util.Scanner;

public class Lab08st {
    public static void main (String[] args) {
        Scanner input = new Scanner(System.in);
        boolean notFinished = false;
        do {
            System.out.print("Enter a string ===>> ");
            String str = input.nextLine();
            System.out.println();
            System.out.println("Entered String:      " + str);
            System.out.println("Palindrome:      " + Palindrome.isPal(str));
            System.out.println("Almost Palindrome: " + Palindrome.almostPal(str));
            System.out.print("Do you wish to repeat this program [Y/N]? ===>> ");
            String repeat = input.nextLine();
            notFinished = (repeat.equals("Y")) || (repeat.equals("y"));
            System.out.println();
        } while (notFinished);
    }
}

class Palindrome
{
    /*
    * Precondition: s is an arbitrary String.
    * Postcondition: The value of true is returned if s is a Palindrome, false otherwise.
    * Note: This method is required for both the 80 point and the 100 point.
    */
    public static boolean isPal(String s) {
        return true; // This statement is provided to allow initial compiling.
    }

    /*
    * Precondition: s is a String of one character.
    * Postcondition: The value of true is returned if s is a letter and false otherwise.
    * Note: >>>> This method is only completed for the 100 point version <<<<
    */
    private static boolean isLetter(String letter) {
        return true; // This statement is provided to allow initial compiling.
    }

    /*
    * Precondition: s is an arbitrary String.
    * Postcondition: All non-letter characters are removed from s.
    * Note: This method is only completed for the 100 point version.
    */
    private static String purge(String s) {
        return ""; // This statement is provided to allow initial compiling.
    }

    /*
    * Precondition: s is an arbitrary String.
    * Postcondition: After purging all non-letter characters from s,
    * the value of true is returned if the resulting String is a
    * Palindrome, false otherwise.
    * Note: This method is only completed for the 100 point version.
    */
    public static boolean almostPal(String s) {
        return true; // This statement is provided to allow initial compiling.
    }
}
```

## 80 Point Version Specifics

The main thing this program needs to do is determine if an entered string is a **Palindrome**. To do this, you must complete the **isPal** method. For this version, the **isPal** method is *case-sensitive* meaning while *madam* and *MADAM* are palindromes, *Madam* is not.

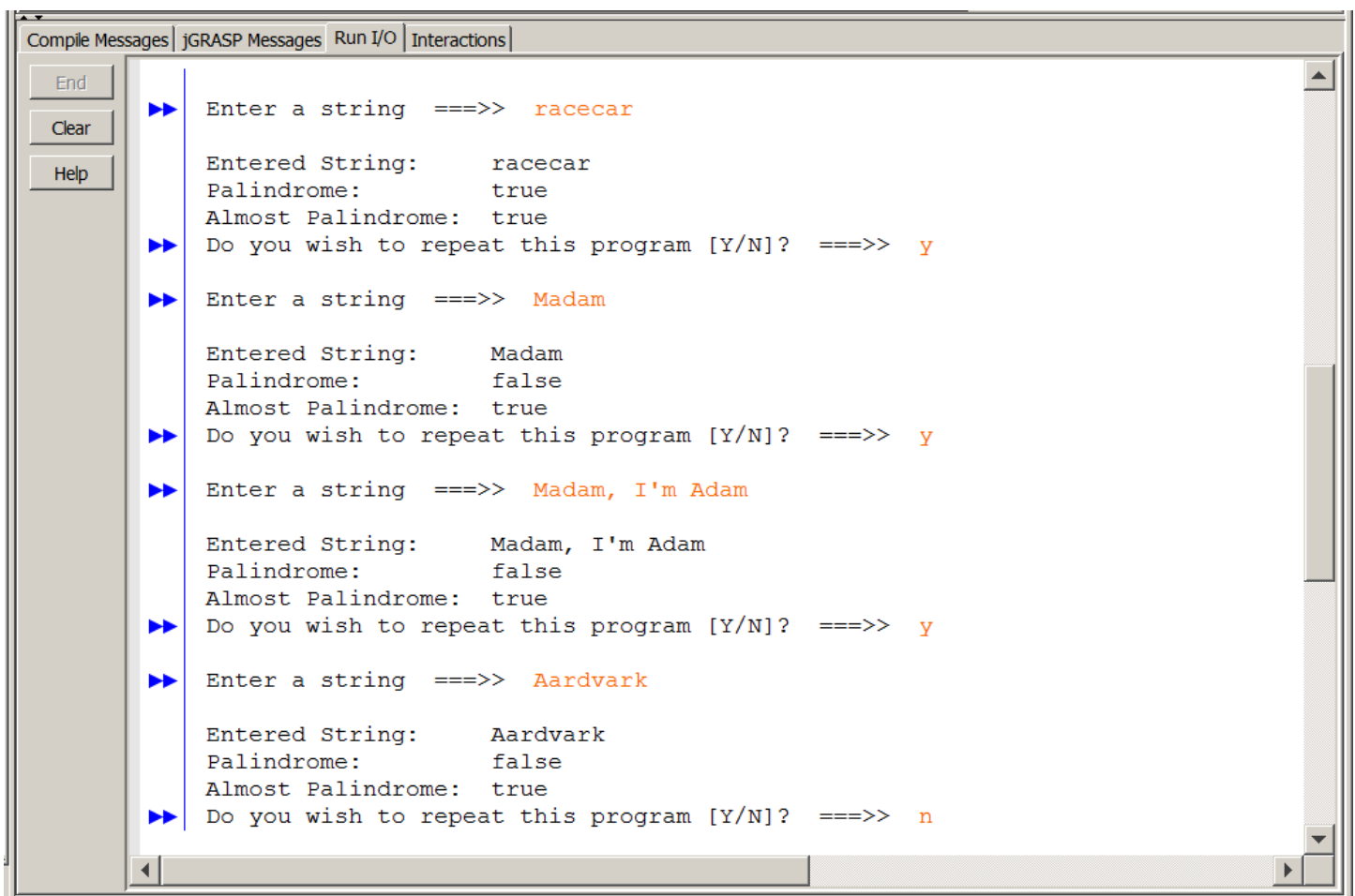
You also are not concerned with checking if the String is an *Almost Palindrome*. The program will generate **true** output for Almost Palindrome, but this can be ignored.

Two examples of "Almost Palindromes" are shown below:

**A man, a plan, a canal, Panama**

**Not A Banana Baton!**

## 80 Point Version Output



The screenshot shows a Java IDE window with tabs for 'Compile Messages', 'jGRASP Messages', 'Run I/O', and 'Interactions'. The 'jGRASP Messages' tab is active, displaying the program's output. On the left side of the IDE, there are three buttons: 'End', 'Clear', and 'Help'. The output text is as follows:

```
Enter a string ===>> racecar
Entered String:      racecar
Palindrome:          true
Almost Palindrome:   true
Do you wish to repeat this program [Y/N]? ===>> y

Enter a string ===>> Madam
Entered String:      Madam
Palindrome:          false
Almost Palindrome:   true
Do you wish to repeat this program [Y/N]? ===>> y

Enter a string ===>> Madam, I'm Adam
Entered String:      Madam, I'm Adam
Palindrome:          false
Almost Palindrome:   true
Do you wish to repeat this program [Y/N]? ===>> y

Enter a string ===>> Aardvark
Entered String:      Aardvark
Palindrome:          false
Almost Palindrome:   true
Do you wish to repeat this program [Y/N]? ===>> n
```

Note that all the outputs for "Almost Palindrome" are **true**.

This is normal and not an issue. If you only do the 80-point version, the only part that matters is that your program can identify 100% true palindromes.

## 100 Point Version Specifics

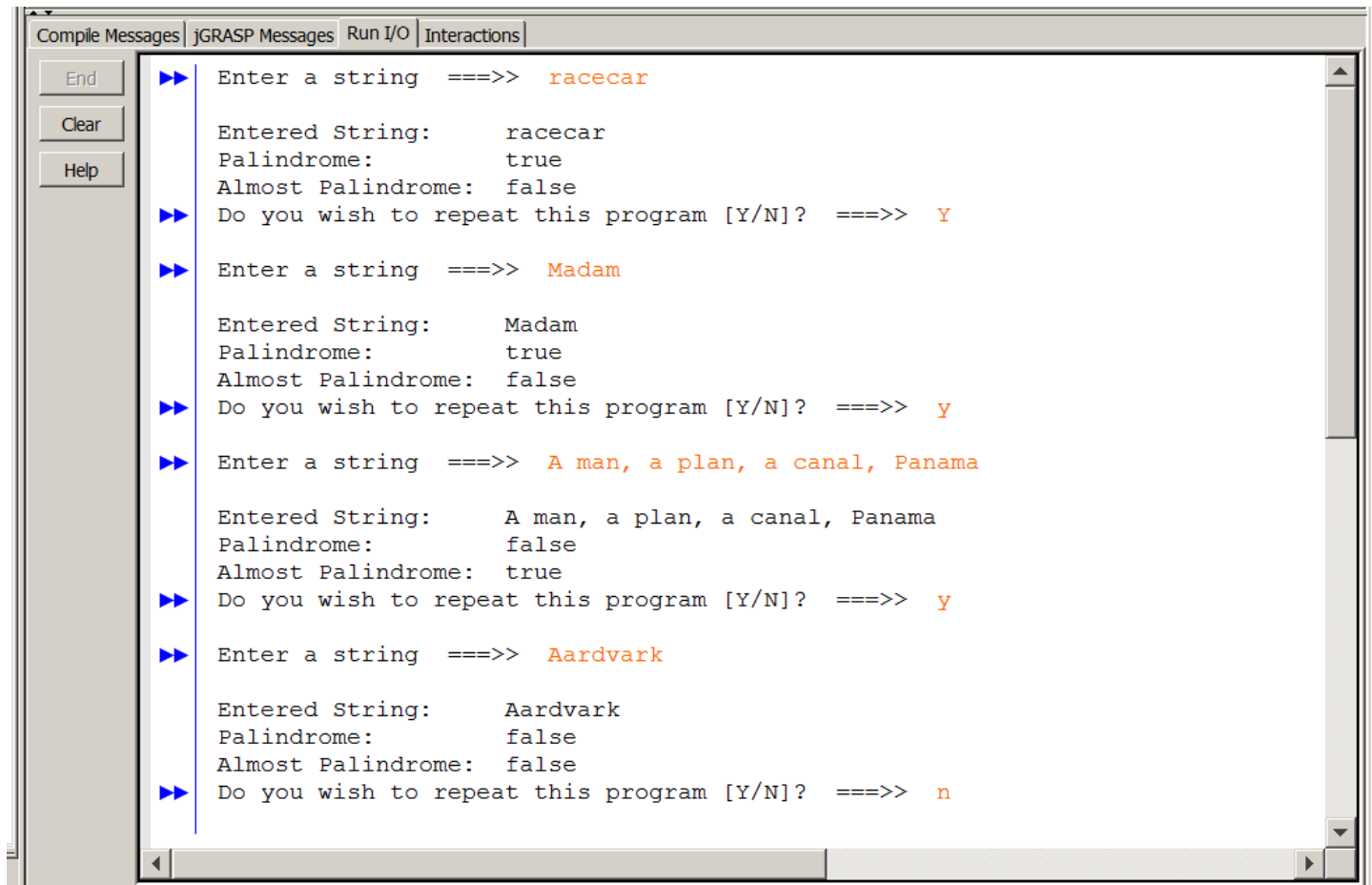
The 100 point version is very similar to the 80 point version except now the **isPal** method is no longer *case sensitive*. So *madam* and *MADAM* are still palindromes, but now *Madam*, *mADAM*, and *mADam* are palindromes as well.

AI "Almost Palindrome" is a palindrome when the non-letter characters are removed.

For instance: "Madam, I'm Adam" is an "Almost Palindrome" when the non-letters are removed, you will get the string "MadamImAdam" and after you change to uppercase it is "MADAMIMADAM", which now checks out as a palindrome.

For this version you will need to complete methods **isLetter**, **purge** and **almostPal**. The conditions of the three methods are explained in the student starting file.

## 100 Point Version Output



```
Compile Messages | jGRASP Messages | Run I/O | Interactions
End
Clear
Help
>> Enter a string ===>> racecar
Entered String:    racecar
Palindrome:        true
Almost Palindrome: false
>> Do you wish to repeat this program [Y/N]? ===>> Y
>> Enter a string ===>> Madam
Entered String:    Madam
Palindrome:        true
Almost Palindrome: false
>> Do you wish to repeat this program [Y/N]? ===>> y
>> Enter a string ===>> A man, a plan, a canal, Panama
Entered String:    A man, a plan, a canal, Panama
Palindrome:        false
Almost Palindrome: true
>> Do you wish to repeat this program [Y/N]? ===>> y
>> Enter a string ===>> Aardvark
Entered String:    Aardvark
Palindrome:        false
Almost Palindrome: false
>> Do you wish to repeat this program [Y/N]? ===>> n
```