Lab Report 06

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**Problem**

Write a program that creates a helper class called **StringHelper**. This class has methods not already built into strings, but should be because they are super useful

**Solution**

In this program, all the methods are static because it doesn’t need to store data.

In hasAllUniqueCharacters method, make the string to uppercase or lowercase due to ignore case. Then use two loop to examine if they have same character.

In meshStrings, determine both values are not null. Use “if” to find out which is longer or shorter. Use loop and char to mesh them together, then add the left in the end (longer one).

In replaceVowelsWithOodle, change the value to same case first. Then determine every char if it need to replace oodle or not.

In weight, same way to replaceVowelsWithOodle. Determine +2.5 or 3.4.

Finally, test every method in **StringHelperTester** class.

**Implementation Problems Encountered**

Sometimes I’m not sure I should use static method or non-static because I think both can achieve the requirement. And not sure why separate to two class instead to one class.

**Lab Report Questions**

1. Define a static method and give when is it most appropriate to use a static methods?  
   Opposed to created dynamically or created one time in the Data(Global) part of memory. When an action does not pertain to a particular instance(objcet)
2. Is it possible for a static method to call a non-static method?  
   NO