In class Project & Homework Assignment.

Create a menu for a program as shown below. (**This will be done in class**)

Option 1 will request a string from the user. This string may contain any character on the keyboard, both upper and lowercase letters (for now the strings are limited to a length of 50 characters).

Option 2 will convert all elements of the string to lower case.

Option 3 will remove all non-letter elements.

Option 4 will determine if the string is a palindrome.

Option 5 will display the string to the screen.

Option 6 exits the program.

If the user enters something other than 1 – 6 there should be an error displayed to the screen.

We will develop the menu in class. Your homework will be to complete the functionality of the program.

All the menu options dealing with strings require an offset to the input string to be passed to a procedure. At the end of every string procedure, the original string will reflect the changes caused by a given option.

For example: If the user input string is : a#d A&B.

After Option 2 is executed: The original string will reflect the changes and be: a#d a&b.

After Option 3 is executed: The string will reflect the changes and be: adab

A string must be entered before any string modifications can take place.

You must create your own procedures to copy a string, compare a string, convert a string to uppercase, clear a string. **Use of Irvine Library functions to copy a string or compare a string is specifically not allowed for this program**.

You may only use the following Irvine Library string operations: ReadString and WriteString. All other **non-string** Irvine Library procedures are available for your use. Do not use DumpRegs except for troubleshooting. DumpRegs should not be in a program submitted for grading.

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Menu
1.  Enter a string
2.  Convert the string to lower case
3.  Remove all non-letter elements
4.  Is it a palindrome?
5.  Print the string
6.  Quit
```