Q1. Explain delete() method of StringBuffer class?

Ans: It is used to delete more than one character at a time then we should go for delete method

```
Syntax:

delete(int start,int end);

class A1{

   public static void main(String args[]){

    StringBuffer s=new

StringBuffer("welcome to bhopal");

   System.out.println(s);

   s.delete(3,6);

   System.out.println(s);
```

```
Q2. Explain StringBuffer class
setCharAt()?
Ans: It is used to update String Buffer
Object
Syntax:
setCharAt(int position,char);
class A1{
   public static void main(String args[]){
```

```
StringBuffer s=new
StringBuffer("AMAN");
System.out.println(s);
s.setCharAt(0,'N');
System.out.println(s);
```

```
}
1
```

# Q3. Write a java program to update all vowel by Z in the Given String?

```
Enter Any String: welcome
wZlcZmZ
class A1{
   public static void main(String
args[]){
   StringBuffer s=new
StringBuffer("welcome");
   System.out.println(s);
   for(int i=0;i<s.length();i++){
   char c=s.charAt(i);
   if(c=='a'||c=='i'||c=='o'||c=='u'||c=='e'
){
```

```
s.setCharAt(i,'Z');
System.out.println(s);
```

# Q3. Explain StringBuffer class reverse()?

**Ans:** It is used to reverse the StringBuffer Object

```
class A1{
    public static void main(String args[]){
    StringBuffer s=new
StringBuffer("ABCDE");

    System.out.println(s);

    s.reverse();
    System.out.println(s);
```

```
\
\
```

Homework:

Q1. Write a java program to check given String is Palindrome or Not?

## Example1:

**Enter Any String: NAMAN** 

This is Palindrome String

### Example2:

Enter Any String: MADAM

This is Palindrome String

#### Example1:

Enter Any String: CAR

This is Not a Palindrome String

Q2.Write a java program to check given string is panagram or not?

Ans:

#### Example1:

**Enter Any String:** 

abcdefghijklmnopqrstuvwxyz

True

### Example2:

Enter Any String:

abcdefghijklmnorstuvwxyz

false

Q2. Write a java program to check given String is anagram or not?

Example1:

Enter String 1: listen

Enter String 2: silent

This is an agram string