Assignment 17 - StringBuilder

Problem:

Write a program using the `StringBuilder` class to perform the following operations:

1. Create a `StringBuilder` object with the text: `"Hello World!"`.

2. Append the text `" How are you?"` to it.

3. Insert the text `"Java "` at the beginning.

4. Replace the word `"World"` with `"Universe"`.

5. Delete the `!` at the end of `"Hello Universe!"`.

6. Reverse the entire string.

After performing each operation, print the updated string to observe the changes.

Expected Output (Step-by-step):

1. Initial: `"Hello World!"`

2. After appending: `"Hello World! How are you?"`

3. After inserting: `"Java Hello World! How are you?"`

4. After replacing: `"Java Hello Universe! How are you?"`

5. After deleting: `"Java Hello Universe How are you?"`

6. After reversing: `"uoy era woH esrevinU olleH avaJ"`

Instructions:

- Use appropriate methods of the `StringBuilder` class for each operation.

- Avoid using plain `String` methods; stick to `StringBuilder` functionalities.

This assignment will help you understand how `StringBuilder` can be used for efficient string manipulation.