

Experiment 3.1

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Subject Name: Java Lab Subject Code:21CSH-319

1. Aim: Create a palindrome creator application for making a longest possible palindrome out of given input string.

2. Objective:

- To learn about concept of HashMap in java.
- To learn about concept of String in java.

3. Algo. /Approach and output:

```
import java.util.Scanner;
public class palindroome {
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter a string: ");
        String input = scanner.nextLine();

        String longestPalindrome = createLongestPalindrome(input);
        System.out.println("Longest Palindrome: " + longestPalindrome);
    }
    public static String createLongestPalindrome(String input) {
        if (input == null || input.length() == 0) {
            return "";
        }
        StringBuilder stringBuilder = new StringBuilder();
        stringBuilder.append(input);
    }
}
```



```
String reversedInput = new StringBuilder(input).reverse().toString();
stringBuilder.append(reversedInput);
return stringBuilder.toString();
}
```

Output:-