

Sentence.java

```
1 package examples;
2
3 /**
4  * This class represents a single sentence. It is based on an example from
5  * section 13.2 of Horstmann's Big Java, 3rd ed.
6  *
7  * @author Cay Horstmann
8  */
9 public class Sentence {
10
11     private final String text;
12
13     /**
14      * Creates a sentence object for the given string.
15      *
16      * @param text
17      */
18     public Sentence(String text) {
19         this.text = text;
20     }
21
22     /**
23      * Main entry point for example.
24      *
25      * @param args
26      *         ignored
27      */
28     public static void main(String[] args) {
29         String str = "Go hang a salami, I'm a lasagna hog.";
30         Sentence sent = new Sentence(str);
31         System.out.println(sent.isPalindrome());
32     }
33
34     /**
35      * Checks whether this sentence is a palindrome. Palindromic sentences are
36      * considered to be those the read the same forward or backward, ignoring
37      * case, punctuation, and spaces.
38      *
39      * Examples:
40      *
41      * new Sentence("dei fied");
42      *
43      * new Sentence("I prefer Pi");
44      *
45      * new Sentence("A man, a plan, a canal -- Panama!");
46      *
47      * new Sentence("Madam, I'm Adam");
48      *
49      * new Sentence("Go hang a salami, I'm a lasagna hog.");
50      *
51      * @return true iff this sentence is a palindrome
52      */
53     public boolean isPalindrome() {
54         // FIXME: delete body for template
55         int length = this.text.length();
56     }
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57     if (length <= 1) {
58         return true;
59     }
60     // Checks first and last
61     char first = Character.toLowerCase(this.text.charAt(0));
62     char last = Character.toLowerCase(this.text.charAt(length - 1));
63     if (!Character.isLetter(first)) {
64         Sentence shorter = new Sentence(this.text.substring(1));
65         return shorter.isPalindrome();
66     }
67     if (!Character.isLetter(last)) {
68         Sentence shorter = new Sentence(this.text.substring(0, length - 1));
69         return shorter.isPalindrome();
70     }
71     // first and last are both letters
72     if (first == last) {
73         Sentence shorter = new Sentence(this.text.substring(1, length - 1));
74         return shorter.isPalindrome();
75     } else {
76         return false;
77     }
78 }
79
80 // FIXME: delete for template
81 /**
82  * Checks whether the substring of this.text between start and end,
83  * inclusive, is a palindrome.
84  *
85  * @param start
86  * @param end
87  *
88  * @return true iff the substring between start and end is a palindrome
89  */
90 public boolean isPalindrome(int start, int end) {
91     if (end - start <= 1) {
92         return true;
93     }
94
95     // If start character is not a letter, throw it out
96     char firstChar = this.text.charAt(start);
97     if (!Character.isLetter(firstChar)) {
98         return isPalindrome(start + 1, end);
99     }
100
101     // If end character is not a letter, throw it out
102     char lastChar = this.text.charAt(end);
103     if (!Character.isLetter(lastChar)) {
104         return isPalindrome(start, end - 1);
105     }
106
107     // Both start and end characters are letters, if they match, throw both
108     // out
109     if (Character.toLowerCase(firstChar) == Character.toLowerCase(lastChar)) {
110         return isPalindrome(start + 1, end - 1);
111     }
112

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113     // Both start and end characters were letters and they didn't match
114     return false;
115 }
116
117 /**
118  * @return a NEW sentence object whose text is the reverse of this one
119  */
120 public Sentence reverse() {
121     /*
122      * TODO: implement and JUnit test this method. Your solution must be
123      * recursive.
124      */
125     return new Sentence(reverseHelper(0));
126 }
127
128 // FIXME: delete for template
129 /**
130  * @param i
131  * @return the reverse of this.text.substring(i)
132  */
133 private String reverseHelper(int i) {
134     if (i == this.text.length())
135         return "";
136     return reverseHelper(i + 1) + this.text.charAt(i);
137 }
138
139 @Override
140 public String toString() {
141     return this.text;
142 }
143
144 }
145
```