## Object Oriented Programming with Java Lab Practice:2

 Write an AreaTester program that constructs a Rectangle object and then computes and prints its area. Use the getWidth() and getHeight() methods.

Hint: use import java.awt.Rectangle;

2. Write a program *HollePrinter* that switches the letters "e" and "o" in a string. Use the replace method repeatedly. Demonstrate that the string "Hello, World!" turns into "Holle, Werld!
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3. What is wrong with the following sequence of statements?

```
int mystery = 1;
mystery = mystery + 1;
int mystery = 1 - 2 * mystery;
```

4. The Random class implements a random number generator, which produces sequences of numbers that appear to be random. To generate random integers, you construct an object of the Random class, and then apply the *nextInt* method. For example, the call *generator.nextInt(6)* gives you a random number between 0 and 5.

Write a program *DieSimulator* that uses the Random class to simulate the cast of a die, printing a random number between 1 and 6 every time that the program is run.

5. Write a Java method to check whether a string is a valid password.

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Password rules:

A password must have at least 6 characters.

A password consists of only letters and digits.

A password must contain at least three digits.

Using the following code below and complete the task.

import java.util.Scanner;

```
public class Password {
(Define.....) PASS LENGTH = 6;
```

```
public static void main(String[] args) {
```