12214994_SaurabhRana

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Task:
Develop a public **StringConverter** class with overloaded methods to convert strings.
Implement methods to convert:

- a string to **uppercase**
- a string to **lowercase**
- a string to **title case**

Requirements

ConvertString – This method is overloaded with different parameters:

1. `public string ConvertString(string input)`
2. `public string ConvertString(string input, bool toLower)`
3. `public string ConvertString(string input, int toTitleCase)`

Conversion Type Selection

- `1` → Uppercase
- `2` → Lowercase
- `3` → Title Case

The user chooses a conversion type by entering **1, 2, or 3** and presses Enter.

- If the user enters **4 or above**, print
  `Invalid choice.`

Implementation Constraint

- Write the solution **within the Program.cs file**

Input Format

1. First line: input string
2. Second line: choice (**1, 2, or 3**) of type integer

Output Format

Based on the user's choice, the program processes the string and outputs the converted version.

Sample Inputs & Outputs

Sample Input 1

```
Iamneo
1
```

Sample Output 1

```
IAMNEO
```

Sample Input 2

```
CONVERTSTRING
2
```

Sample Output 2

```
convertstring
```

Sample Input 3

```
converted to uppercase.
5
```

Sample Output 3

```
Invalid choice.
```

Sample Input 4

```
String for DemO
3
```

Sample Output 4

```
String For Demo
```

Answer:

```
public class StringConverter
{
   public string ConvertString(string input)
   {
      return input.ToUpper();
   }

   public string ConvertString(string input, bool toLower)
   {
      return input.ToLower();
   }
   public string ConvertString(string input, int value)
   {
      char[] chars = input.ToLower().ToCharArray();

      if (chars.Length > 0)
         chars[0] = char.ToUpper(chars[0]);

      for (int i = 1; i < chars.Length; i++)
      {
         if (chars[i - 1] == ' ')
```

```
            chars[i] = char.ToUpper(chars[i]);
        }

        return new string(chars);
    }

}
using System.ComponentModel;

class Program
{
    public static void Main()
    {
        Console.Write("Enter string: ");
        string input = Console.ReadLine() ?? "";
        Console.Write("Enter choice 1,2,3: ");
        int choice = Convert.ToInt32(Console.ReadLine());
        StringConverter str1 = new StringConverter();

        switch (choice)
        {
            case 1:
                Console.WriteLine(str1.ConvertString(input));
                break;
```

```
            case 2:
                Console.WriteLine(str1.ConvertString(input, true));
                break;
            case 3:
                Console.WriteLine(str1.ConvertString(input,1));
                break;
            default:
                Console.WriteLine("Invalid choice.");
                break;

        }

    }
}
```