

Assignment 1

Ex. 1 - Capitalize

Write a Java program which, given a string as input, capitalizes all the letters of the string. For instance, if the string “hello!” is provided, the output must be “HELLO!”.

Ex. 2 – Move the logic to a separate class

Write a Java class Capitalizer, providing a method that capitalizes all the letters in a string. Write a test main, creating a Capitalizer object and calling the method on a predefined set of strings.

Ex. 3 – Adding user input

Modify the previous program in such a way that the strings are provided by the user at run time. You can both loop until the string provided is a specific one (e.g. “quit”) or ask the user how many strings are expected.

Ex. 4 – Adding a graphical interface

Using NetBeans, create a visual component providing a text area, a label and a button. The user must insert a valid string into the text field. When the button is clicked, the label shows the capitalized string.

Ex. 5 – Adding a veto

Modify the previous program using the VetoableChangeListener pattern. The veto is posed if the string exceeds 32 characters.