```java
/**
 * This class allows the user test whether or not the input is a palindrome.
 * Palindromes are defined as an alphanumeric string that is read the same
 * forward as it is backwards. Whitespace, punctuation, and case are all
 * ignored.
 *
 * The user can call the program WITHOUT command-line arguments to be
 * taken to an interactive program that takes in a phrase and returns the
 * evaluation. The user can also call the program WITH command-line arguments
 * and the program will print the evaluation without interactively asking for
 * any additional input.
 *
 * @name    Palindrome
 * @author  Ravi S. Ramphal
 * @class   CCSF CS111B
 * @date    2017.06.29
 * @version 1.0
 */

import java.util.Scanner;

class Palindrome
{
    /**
     * This method takes a string and returns it reversed.
     *
     * @param  string The string that is to be reversed
     * @return String The reversed string
     */
    private static String reverse(String string)
    {
        return (new StringBuilder(string)).reverse().toString();
    }

    /**
     * This is a function that was written to join an array of Strings
     * together. The main usage would be to allow the user to call this
     * program from the command line without having to use quotations to
     * encapsulate the input. However, upon further consideration, this
     * was decided to be an anti-pattern. This method is currently
     * unused, but is left here for reference.
     *
     * @param  array  An array of strings that are to be joined together
     * @return String The elements of the array joined together by spaces
     */
    private static String join(String ... array)
    {
        StringBuilder temp = new StringBuilder();

        for(int i = 0; i < array.length; i++)
        {
            temp.append(array[i]);
            if (i != (array.length - 1))
            {
                temp.append(" ");
            }
        }

        return temp.toString();
    }

    /**
     * This method filters a given string to return only alphanumeric
     * characters. Originally, it was done by using ‘Character.isLetterOrDigit‘
     * (left here for reference); however it was refactored to use
     * ‘[string].replaceAll()‘ using a Regular Expression to filter.
     *
     * @param  input  The string that is to be filtered
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 69:      * @return String The filtered string
 70:      */
 71:     private static String filter(String input)
 72:     {
 73:         // String str = "";
 74:         //
 75:         // for(char x : input.toCharArray())
 76:         // {
 77:         //     if (Character.isLetterOrDigit(x)) str += c;
 78:         // }
 79:         //
 80:         // return str.toUpperCase;
 81:
 82:         return input.toUpperCase().replaceAll("[^A-Z0-9]", "");
 83:     }
 84:
 85:     /**
 86:      * This method tests filters the input and tests whether or not it is read
 87:      * the same forwards and backwards.
 88:      *
 89:      * @param  input   The string that is to be tested
 90:      * @return boolean A boolean with whether or not the input is a palindrome
 91:      */
 92:     private static boolean isPalindrome(String input)
 93:     {
 94:         return filter(input).equals(filter(reverse(input)));
 95:     }
 96:
 97:     /**
 98:      * This is a helper method that simply displays instructions to the user.
 99:      */
100:     private static void printUsageInfo()
101:     {
102:         System.out.println("\nEnter a phrase to test whether it is a palindrome."
);
103:         System.out.println("Type 'exit', 'end', or 'stop' to exit program.");
104:     }
105:
106:     /**
107:      * This method prompts the user with a message and returns the input.
108:      *
109:      * @param  prompt A string containing the message that prompts the user
110:      * @return String A string containing the content that the user has input
111:      */
112:     private static String getInput(String ... prompt)
113:     {
114:         if (prompt.length > 0) System.out.print(prompt[0]);
115:         return (new Scanner(System.in)).nextLine();
116:     }
117:
118:     /**
119:      * This method returns whether the user has inputted an exit code.
120:      * These are either: "exit", "end", or "stop".
121:      *
122:      * @param  input   The string that is to be tested
123:      * @return boolean A boolean to reflect if the input is an exit code
124:      */
125:     private static boolean isExitCode(String input)
126:     {
127:         return (
128:             input.equalsIgnoreCase("exit") ||
129:             input.equalsIgnoreCase("end")  ||
130:             input.equalsIgnoreCase("stop")
131:         );
132:     }
133:
134:     /**
135:      * This is the die method written to let the user know that the program
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136:      * is exiting and to exit the program.
137:      */
138:     private static void die()
139:     {
140:         System.out.println("\nExiting.");
141:         System.exit(0);
142:     }
143:
144:     /**
145:      * This method takes the input, tests to see if it is a palindrome, and
146:      * then outputs the result to the user.
147:      *
148:      * @param input The string that is to be evaluated
149:      */
150:     private static void evaluateInput(String input)
151:     {
152:         String qualifier = (isPalindrome(input)) ? "IS" : "IS NOT";
153:         System.out.println("'" + input + "' " + qualifier + " a palindrome.");
154:     }
155:
156:     /**
157:      * This method loops the user through interactively providing input
158:      * and seeing the response. It also allows the user to exit.
159:      */
160:     private static void loopInteraction()
161:     {
162:         for(;;)
163:         {
164:             String input = getInput("\nPlease input phrase: ");
165:
166:             if (isExitCode(input)) die();
167:             else
168:             {
169:                 evaluateInput(input);
170:             }
171:         }
172:     }
173:
174:     /**
175:      * This is the main function of this class.
176:      *
177:      * If the user has not passed in command-line arguments,
178:      * the program will print out information on how it is to be
179:      * used and then interactively ask the user for the input
180:      * that she would like to test.
181:      *
182:      * If the user has passed in command-line arguments, the program
183:      * will loop over each argument and evaluate it independently.
184:      */
185:     public static void main(String ... args)
186:     {
187:         if (args.length == 0)
188:         {
189:             printUsageInfo();
190:             loopInteraction();
191:         }
192:         else
193:         {
194:             for (String input : args)
195:             {
196:                 evaluateInput(input);
197:             }
198:         }
199:     }
200: }
```