

Scoremore: Assessment - Java

Define a method which accepts two string values as arguments and return true if two strings are anagrams otherwise return false.

Explanation:

Two words are called as anagrams if they contains same number of letters and same type of letters.

Example:

"listen" and "silent" are anagrams as they contains same number and same type of letters.

"spet" and "pest" are also anagrams.

"cat", "tac" and "act" are also anagrams.

Write the methods with the following specifications:

Name of method isAnagrams() // which accepts two strings as arguments, return true if they are anagrams else return false.

Arguments: Two arguments of type string

Return Type: a boolean value

For Example:

Input: listen slient

Output: true

Input: post pest

Output: false

Name of method validateStrings() // which accepts two strings as arguments and validate the given strings as specified below.

Arguments: Two arguments of type string

Return Type: an integer value

Specifications: The value returned by the method validateStrings() is determined by the following rules:

if size of any string is zero, return -1

if any of the string contains space in between the letters return -2

in other case return 1 indicating the strings are valid.

For Example:

Input: " " " "

Output: -1

Input: "abc d" "xy xy"

Output: -2

Input: "abc" "xyz"

Output: 1

Input: " abc " " xyz "

Output: 1

Download the skeleton code provided (*AnagramsProg.java*)

Read the steps below carefully before you start

- 1. Download the skeleton code provided (AnagramsProg.java)
- 2. In the downloaded file, add your code in the placeholder "ADD YOUR CODE HERE"
- 3. To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc.
- 4. Compile your code