**PF Lecture 3  
CSTRING**

**Question1:   
Write a program in C++ that receives a CString and test and tell whether the CSstring is palindrome or not. A string is said to be palindrome if the reverse of it is same as original   
For example: DAD, MOM both are palindrome as their reverse is same as their original but UNCLE , CAT these are non-palindromes.  
  
Question2:   
Write a C++ program that takes noun (a single word CString input) and display their plurals on the basis of these rules**

**If noun ends in "y" remove the "y" and add "ies."  
If noun ends in "s","ch", or "sh" add "es."  
In all other cases, just add "s."**

**Question 3:   
Read 2 CStrings, a and b of maximum size 10 each, create a new CString made of the first char of a and the last char of b, so "yo" and "java" yields "ya".**

**Input a: last  
Input b: chars  
Output: ls**

**Question 4:   
Read an "out" string length 4, such as "<<>>", and a word, display a new CSstring where the word is in the middle of the out string, e.g. "<<word>>".**

**Input out: <<>>  
Input word: Yay  
Output: <<Yay>>  
Input out: [[]]  
Input word: Pakistan  
Output: <<Pakistan>>  
  
Question 5:   
Read a CString, if a length 2 substring appears at both its beginning and end, display a string without the substring at the beginning, so "HelloHe" yields "lloHe". The substring may overlap with itself, so "Hi" yields "". Otherwise, display the original string unchanged.**

**Input CString: HelloHe  
Output: lloHe  
Input CString: HelloHi  
Output: HelloHi  
Input CString: Hi  
Output: //Blank as same string appears at beginning and end and nothing in between**

**Question 6 (a):   
Read a CString, display a version without the first 2 chars, except keep the first char if it is 'a' and keep the second char if it is 'b'. The CString may be any length but not more than 15 characters long.**

**Input CString: Hello  
Output: llo  
Input CString: java  
Output:va  
Input CString: away  
Output: aay  
Input CString: abnormal  
Output: abnormal**

**Question 6 (b):   
Read a CString, store a version without the first 2 chars, except keep the first char if it is 'a' and keep the second char if it is 'b'. The CString may be any length. Display the stored version.**

**Note: same output as Question 6 part a**