**// program for String Manipulation using lambada**

interface StringManipulator

{

String manipulateString(String str);

}

public class StringManupulationProgram

{

public static void main(String[] args)

{

// convert string to upper lower and reverse

StringManipulator upperCase = str -> str.toUpperCase();

StringManipulator lowerCase = str -> str.toLowerCase();

StringManipulator reverse = str -> new StringBuilder(str).reverse().toString();

// original string or user given string

String inputString = "Hello, Yogesh Good Morning";

// printing stringS

System.out.println("Original String: " + inputString);

System.out.println("Uppercase: " + upperCase.manipulateString(inputString));

System.out.println("Lowercase: " + lowerCase.manipulateString(inputString));

System.out.println("Reversed: " + reverse.manipulateString(inputString));

}

}

**Output**

Original String: Hello, Yogesh Good Morning

Uppercase: HELLO, YOGESH GOOD MORNING

Lowercase: hello, yogesh good morning

Reversed: gninroM dooG hsegoY ,olleH

**// program for square of number using method reference using static**

@FunctionalInterface

interface Calculator

{

//creating function interface with one parameter

int calculate(int number);

}

public class MethodReference

{

// crating static method

public static int square(int number)

{

return number \* number;

}

public static void main(String[] args)

{

// creating reference and access it

Calculator calculator = MethodReference::square;

int result = calculator.calculate(9);

// Printing the output

System.out.println("Square of 9 is: " + result);

}

}

**Output**

Square of 9 is: 81

Square of 5 is: 25