

String Practice

- 1) Write a method that asks the user for a String, prints out their answer and then returns the String to the main method. **Run and Comment your code.**
- 2) Write a method that takes in a String as a parameter and then prints the first three characters of that String, or as many of the characters as the String has if it has less than three characters. **Run and Comment your code.**
- 3) Write a method that takes in a String and returns the length of the String. **Run and Comment your code.**
- 4) Write a method that takes in a String and an integer then returns the character of the String at the place in the String that the integer indicates.

For example, if the String's value is "Snowing" and the integer value is 3, then the method should return 'w'. If the integer value is 8 then or any other integer larger than the length of the String then the method should return empty quotes. (This is called an edge case)

Run and Comment your code.

- 5) Write a method that takes in a String then returns the character of the String at a random place. To do this create a Random object (remember that this is very similar to the way you create a Scanner object, import at the top of the page, create the object, and then call the nextInt method on the object you created) The random number generated by your program should be a number that is not greater than the index of the last letter in the word (this means if there are 5 letters in the word the random number shouldn't be able to be 6) and should be possibly any letter in the word (this means don't make a random number generator that only generates the number 0 or anything like that).

Run and Comment your code.

- 6) Write a method that prints every other character in the String passed to it. **Run and Comment your code.**
- 7) Write a method that prints the middle character in the String;
 - The one character in a String with odd length,
 - The middle two if there are an even number of characters in the String.

Run and Comment your code.

- 8) Write a method that returns 1 if the two Strings passed to it are the same and 0 if they are not. **Run and Comment your code.**
- 9) Write a method that prints the first half of a String and returns the second half in a new String. **Run and Comment your code.**

- 10) Write a method that takes in two Strings, concatenates them together ("concatenates" means smushes them together so there is no space and they can be stored in one variable instead of two) and returns the resulting longer String. **Run and Comment your code.**
- 11) Write a method that takes in two Strings and returns true if they share at least one letter in common and false if they do not. (Ex. If the first String is apple and the second is banana the method would return true. If the first String is apple and the second is plum then the method would return false.) **Run and Comment your code.**