

CIS1068, Program Design and Abstraction

Write loops to solve the following problems. Each one will involve a String operation.

- (Reserve.java) Read a String from the keyboard. Declare another String variable called `reverseStr`, initialized to the empty String `""`. Write a loop so that by the end of the loop, `reverseStr` contains the reverse of the String value stored.

Source code?

- (Counting.java) Read a String from the keyboard, and count how many letter 's' or 'S' are in the String that the user enters.

Source code?

- (TotalLengh.java) Read 10 Strings from the keyboard, and compute their total length.

Source code?

- Write code that reads in a string `t` and another string `s` from the user. The program will print out how many times string `s` appears in string `t`. For instance, "123123" and "123" will lead to a printout 2 and "2222" and "22" will lead to a printout 3.

Source code?

- Write code that reads in a string `t` and another two strings `u` and `v` from the user. The program will print out the result string `t` after each `u`'s appearance being replaced by `v`. For instance, "hello how are you", " ", and "-" will lead to a resultant printout of "hello-how-are-you".

Source code?