The following exercises refer to this program shell.

```java
public class PalindromeTestWrapper {
    final String isMsg = " IS a palindrome";
    final String isNotMsg = " is NOT a palindrome";

    public static void main( String args[] ) {
        new PalindromeTestWrapper();
    }

    public PalindromeTestWrapper( ) {
        // your code here
    }

    public boolean isPalindrome( String s ) {
        // your code here
    }
}
```

A palindrome is a word that reads the same forwards as backwards. The words `tot`, `madam` and `racecar` are palindromes; the words `tote` and `racer` are not.

1. Complete the `PalindromeTestWrapper` method so that it reads a string from the user, calls `isPalindrome` to determine if it is a palindrome and displays an appropriate message. Your program must allow the user to repeatedly enter strings.

2. Complete the `isPalindrome` method so that it returns `true` if `s` is a palindrome and `false` if it isn’t. You must use a stack in your solution algorithm. You must use the Java API class `java.util.Stack<E>` in your coding.

3. Complete the `isPalindrome` method so that it returns `true` if `s` is a palindrome and `false` if it isn’t. You must use both a stack and a queue in your solution algorithm. You must use the Java API class `java.util.Stack<E>` and interface `java.util.Queue<E>` in your coding.