1. Define the n-based integer rounding of an integer k to be the nearest multiple of n to k. If two multiples of n are equidistant use the greater one. For example the 4-based rounding of 5 is 4 because 5 is closer to 4 than it is to 8, the 5-based rounding of 5 is 5 because 5 is closer to 5 that it is to 10, the 4-based rounding of 6 is 8 because 6 is equidistant from 4 and 8, so the greater one is used, the 13-based rounding of 9 is 13, because 9 is closer to 13 than it is to 0,

Write a function named **doIntegerBasedRounding** that takes an integer array and rounds all its positive elements using n-based integer rounding. A negative element of the array is not modified and if  $n \le 0$ , no elements of the array are modified. Finally you may assume that the array has at least two elements. Hint: In integer arithmetic, (6/4) \* 4 = 4 The function signature is void **doIntegerBasedRounding(int[] a, int n)** where n is used to do the rounding

if a is	and n is	then a becomes	reason
{1, 2, 3, 4, 5}	2	{2, 2, 4, 4, 6}	because the 2-based rounding of 1 is 2, the 2-based rounding of 2 is 2, the 2-based rounding of 3 is 4, the2-based rounding of 4 is 4, and the 2-based rounding of 5 is 6.
{1, 2, 3, 4, 5}	3	{0, 3, 3, 3, 6}	because the 3-based rounding of 1 is 0, the 3-based roundings of 2, 3, 4 are all 3, and the 3-based rounding of 5 is 6.
{1, 2, 3, 4, 5}	-3	{1, 2, 3, 4, 5}	because the array is not changed if n <= 0.
{-1, -2, -3, -4, -5}	3	{-1, -2, -3, -4, -5}	because negative numbers are not rounded

2. A number n>0 is called cube-powerful if it is equal to the sum of the cubes of its digits. Write a function named isCubePowerful that returns 1 if its argument is cube-powerful; otherwise it returns 0. The function prototype is int isCubePowerful(int n); Hint: use modulo 10 arithmetic to get the digits of the number.

Examples:		
if n is	return	because
153	1	because $153 = 1^3 + 5^3 + 3^3$
370	1	because $370 = 3^3 + 7^3 + 0^3$
371	1	because $371 = 3^3 + 7^3 + 1^3$
407	1	because $407 = 4^3 + 0^3 + 7^3$
87	0	because $87 != 8^3 + 7^3$
0	0	because n must be greater than 0.
-81	0	because n must be greater than 0.

3. An array is zero-plentiful if it contains at least one 0 and every sequence of 0s is of length at least 4. Write a method named **isZeroPlentiful** which returns the number of zero sequences if its array argument is zero-plentiful, otherwise it returns 0. If you are programming in Java or C#, the function signature **is int isZeroPlentiful(int[] a)** .The function signature is int isZeroPlentiful(int a[], int len) where len is the number of elements in the array a.

## Example

a is	then function returns	reason
{0, 0, 0, 0, 0}1	1	because there is one sequence of 0s and its length >= 4.
{1, 2, 0, 0, 0, 0, 2, -18, 0, 0, 0, 0, 0, 12}1	2	because there are two sequences of 0s and both have lengths >= 4.
{0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 8, 0, 0, 0, 0, 0, 0}1	3	because three are three sequences of zeros and all have length >=4
{1, 2, 3, 4}1	0	because there must be at least one 0.
{1, 0, 0, 0, 2, 0, 0, 0, 0}	0	because there is a sequence of zeros whose length is less < 4.
{0}	0	because there is a sequence of zeroes whose length is < 4.

4. An array is called zero-balanced if its elements sum to 0 and for each positive element n, there exists another element that is the negative of n. Write a function named is ZeroBalanced that returns 1 if its argument is a zero-balanced array. The function signature is int is ZeroBalanced(int[]a)

## Examples:

if a is	return
{1, 2, -2, -1}	1 because elements sum to 0 and each positive element has a corresponding negative element.
{-3, 1, 2, -2, -1, 3}	1 because elements sum to 0 and each positive element has a corresponding negative element.
{3, 4, -2, -3, - 2}	0 because even though this sums to 0, there is no element whose value is -4
{0, 0, 0, 0, 0, 0, 0, 0}	1 this is true vacuously; 0 is not a positive number
{3, -3, -3}	0 because it doesn't sum to 0. (Be sure your function handles this array correctly)
{3}	0 because this doesn't sum to 0
{}	0 because it doesn't sum to 0