Lecture 2

Playing with numbers

Integer operators

- Most programming languages provide operators which allow us to break integers into their individual digits.
- In Mathematics these are called the "div" and "mod" operators and they are only used with integers.
- If n = 123456 then n div 10 = 12345 and n mod 10 = 6
- n div 10 divides n by 10 and "forgets" the remainder
- n mod 10 divides n by 10 and gives us the remainder
- General shape
 - $(N \operatorname{div} x) * x + (N \operatorname{mod} x) = N$

Integer operators

- In both Python and C we would write "x div y" as x / y
- In both Python and C we would write "x mod y" as x % y

Integer operators

- These operators can be useful in many situations.
- If n is an even number then n % 2 == 0
- If n is an odd number then n % 2 != 0

We could also have written this in a simpler form. Choose whichever Is easiest for the reader to understand.

Given 2 integers x and y, we want to check whether x is a factor of y, that is, whether x divides into y a whole number of times.

```
int this_divides_that (int x, int y )
    {
    if ((y % x) == 0)
        { return 1;}
    else if ((y % x) != 0)
        { return 0;}
}
```

Now we can use this to write a function which takes in a positive integer and returns the sum of the divisors of this integer.

```
int sum_of_divisors (int n)
  int sum ;
  int i;
  sum = 0;
  i = 1;
 while (i != n)
    if (this_divides_that (i, n))
      \{ sum = sum + i ; \}
    else if (!(this_divides_that (i, n)))
      \{ sum = sum + 0 ; \}
    i = i + 1;
  return sum ;
```

Now it becomes very easy to write a function which decides if a positive integer is a prime number.

```
int is_prime (int n)
{
  if (1 == (sum_of_divisors(n)))
    { return 1;}
  else
    {return 0;}
}
```

It is also very easy to write a function which decides if a positive integer is a perfect number.

```
int is_perfect (int n)
{
  if (n == (sum_of_divisors(n)))
     { return 1;}
  else
     {return 0;}
}
```

The mathematical integer operators, div and mod (/ and % in C) are also very useful for breaking an integer down into its individual digits.

 Suppose we have an integer and we want to count the number of digits in it.

- If a number is less than 10 it will only have 1 digit
- if it is not less than 10 then cut off the right hand digit, count 1 for that and add it to the number of digits in the remainder of the number

Count the digits; Loop

- There is another way to write this function.
- It is based on solving the problem for smaller and smaller sizes of the problem.

```
int digit_count (int n)
   {
   if (n < 10)
      {return 1;}
   else
      {return (1 + digit_count( n / 10 ));}
}</pre>
```

- Note the way the function calls itself.
- This is called a Recursive function.
- Recursive solutions are usually very pretty and compact.
- Some programming languages don't have statements to do loops, instead everything is done by recursion.

Sum the digits

- Often it is easy to modify a recursive solution to a problem to get a solution to a different problem.
- The solutions often have the same "shape"
- Suppose we wanted to add the digits in an integer...

Sum the digits

Sum the digits; Loop

```
We can also write this as a loop.
int digit_sum_loop (int n)
        int result = 0;
        while (!(n < 10))
             result = result + n%10;
             n = n/10 ;
         }
         result = result + n;
         return result;
```

Multiply the digits

- Now suppose we wanted to multiply the digits in an integer.
- The solution will have a similar shape.

Multiply the digits

Multiply the digits; Loop

```
We can also write this as a loop.
int digit_multiply_loop (int n)
    {
         int result = 1;
        while (!(n < 10))
             result = result * n%10;
             n = n/10 ;
         result = result * n;
         return result;
```

A challenge

- Write a program which reads in a date since 1st January 1800 in the form d, m, y (day, month, year) and print out the date 1 day later.
- E.g. 1 3 1903 -> 2 3 1903
- E.g. 30 11 2004 -> 1 12 2004

A challenge

- What might be useful functions to have in solving this?
- How would you make the solution readable for other people?
- Are there any functions you have already written that might be useful to use again/