

	I	II	III	IV	V	VI	VII	VIII	IX	X	Total Score
Standard Score	10	15	20	25	30	-	-	-	-	-	100
Score											

I. (10 Points) Write a program to print out all even numbers in [0, 100].

```

public class EvenNumbers
{
    public static void main(String args[])
    {
        int number = 100;
        System.out.println("Numbers" + number + ":");
        for (int i = 1; i <= number; i++)
        {
            if (i % 2 == 0)
            {
                System.out.println(i + " ");
            }
        }
    }
}

```

II. (15 points) Write a method to calculate n!

Method signature: double factorial(double n)

```

class Factorial
{
    static double factorial(double n)
    {
        if (n == 0)
            return 1;
        else
            return (n * factorial(n-1));
    }
    public static void main(String args[])
    {
        double i, fact = 1, number = 5;
        factorial = factorial(number);
        System.out.println("Factorial of " + number + " is: " + fact);
    }
}

```

III. (20 points) Write a method to check whether a given number is prime.

Method signature: boolean isPrime(int n)

```

int count = 0, number = 2;
System.out.println("Prime number" + NOP);
while (count < NOP)
{
    boolean isPrime = true;
    for (int d = 2; d <= Math.sqrt(number); d++)
    {
        if (number % d == 0)
        {
            isPrime = false;
            break;
        }
    }
    if (isPrime)
    {
        count++;
        number++;
        System.out.println(count + " ");
    }
}
}

```

IV. (25 points) Given two unsorted arrays of integer, write a method to collect all unique numbers. For example, given {2, 1, 6, 3} and {3, 6, 5, 2}, the output should be {1, 2, 3, 5, 6}.

Method signature: int[] getUniqueElements(int[] arr1, int[] arr2)

```

public class Unique
{
    int[] combine = Stream.concat(Stream.of(arr1, arr2))
        .flatMapToInt(ToIntStream::ofInt)
        .distinct()
        .toArray();
    return combine;
}
}

```

V. (30 points) Given a java class Rectangle for representing a rectangle on a two-dimensional plane with X and Y coordinates. The class has the following data field:

```
double x; // x coordinate of its top-left point
double y; // y coordinate of its top-left point
double width; // the width of the rectangle
double height; // the height of the rectangle
```

You task is to implement the following methods:

```
double getLength() // returns the length of the rectangle;
double getArea() // returns the area of the rectangle;
```

```
boolean isContained(Rectangle r) // returns a boolean value to indicate whether
```

```
rectangle r is contained in the current rectangle;
```

```
boolean intersectWith(Rectangle r) // returns a boolean value to indicate whether
```

```
Rectangle r intersects with the current rectangle.
```

Public class rectangle {

Public static void main (String args[])

```
double x=0, y=0, width=5, height=10;
```

```
double getLength = Math.sqrt (width * width + height * height);
```

```
double getArea = width * height;
```

```
boolean isContained = (x + width) > x && (y + height) > y;
```

```
boolean intersectWith = (x + width) < (x + width) && (y + height) < (y + height);
```

```
System.out.println ("length" + getLength);
```

```
System.out.println ("Area" + getArea);
```

```
System.out.println ("contained" + isContained);
```

```
System.out.println ("intersect" + intersectWith);
```

}

Reference

content	syntax
Basic data types	int, float, double, boolean, String
if-statement	if(condition1) { statements1; } else if(condition2) { statements2; } else { statements3; }
for-statement	for (initial-action: loop-continuation-condition; action-after-each-iteration) { Statement(s); }
Method	return-type method-name (arguments) { statements }
output	System.out.println (content)