

```
1 package lab04;
2
3 import java.util.Scanner;
4 import java.util.Random;
5
6 public class StaticMemberFunctions {
7     // smf - 1
8     public static int howMany() {
9         Scanner in = new Scanner(System.in);
10        System.out.print("How many numbers: ");
11        return in.nextInt();
12    }
13
14    // smf-2
15    public static int[] generateRandom(int n, int min, int max) {
16        int[] a = new int[n];
17        for(int i = 0; i < n; i++) {
18            a[i] = (int) (Math.random() * (max - min) + min);
19        }
20        return a;
21    }
22
23    // smf-3
24    public static void checkPalindrome(int num) {
25        int rev = 0;
26
27        for(int i = 0; i < (int) Math.Log10(num) + 1; i++) {
28            rev = addDigit(rev, getDigit(num, i));
29        }
30
31        if (rev == num) {
32            System.out.println("original: " + num + "\tReverse: "+rev + " palindrome");
33        } else {
34            System.out.println("original: " + num + "\tReverse: "+rev + " not palindrome");
35        }
36    }
37
38    // smf-4
39    public static int getDigit(int num, int index) {
40        return (num / (int) Math.pow(10, index)) % 10;
41    }
42
43    // smf-5
44    public static int addDigit(int num, int digit) {
45        return num * 10 + digit;
46    }
47 }
48
```