

Template Week 2 – Logic

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Bonus point assignment – week 2

Create a java program that accepts user input and presents a menu with options.

1. Is number odd?
2. Is number a power of 2?
3. Two's complement of number?

Implement the methods by using the bitwise operators you have just learned.

Organize your source code in a readable manner with the use of control flow and methods.

Paste source code here, with a screenshot of a working application.

```
import nl.saxion.app.SaxionApp;

public class Application implements Runnable {

    public static void main(String[] args) {
        SaxionApp.start(new Application(), 1024, 768);
    }

    public void run() {
        SaxionApp.println("Eren Köngül 573029");
        SaxionApp.println("1. Even or odd?");
        SaxionApp.println("2. Power of 2?");
        SaxionApp.println("3. Two's complement");
        int enteredvalue = SaxionApp.readInt();

        if (enteredvalue == 1) {
            OddEven();
        } else if (enteredvalue == 2) {
            powerof2();
        } else if (enteredvalue == 3) {
            twoscomplement();
        }
    }

    public void OddEven() {
        SaxionApp.println("Enter number");
        int number = SaxionApp.readInt();

        if (Odd(number)) {
            SaxionApp.println(number + " is odd");
        } else {
            SaxionApp.println(number + " is even");
        }
    }

    public boolean Odd(int number) {
        return (number & 1) == 1;
    }

    public void powerof2() {
        SaxionApp.println("Enter number");
        int number = SaxionApp.readInt();

        if (power2(number)) {
```

```

        SaxionApp.println(number + " is power of 2");
    } else {
        SaxionApp.println(number + " is not power of 2");
    }
}

public boolean power2(int number) {
    return number > 0 && (number & (number - 1)) == 0;
}

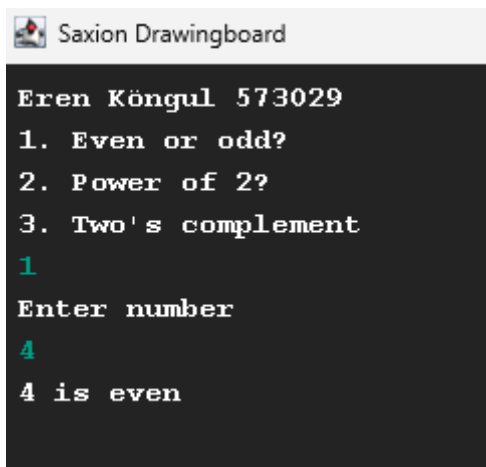
public void twoscomplement() {
    SaxionApp.println("Enter a number");
    int number = SaxionApp.readInt();

    int negativeNumber = toTwosComplement(number);
    SaxionApp.println("Two's complement of " + number + " is: " + negativeNumber + " " + Integer.toBinaryString(negativeNumber));

    int originalNumber = toTwosComplement(negativeNumber);
    SaxionApp.println("Converting back: " + negativeNumber + " becomes: " + originalNumber + " " +
Integer.toBinaryString(originalNumber));
}

public static int toTwosComplement(int number) {
    return ~number + 1;
}
}

```



The screenshot shows a terminal window titled "Saxion Drawingboard". The text inside the terminal is as follows:

```

Eren Köngül 573029
1. Even or odd?
2. Power of 2?
3. Two's complement
1
Enter number
4
4 is even

```



Saxion Drawingboard

Eren Köngül 573029

1. Even or odd?
2. Power of 2?
3. Two's complement

2

Enter number

16

16 is power of 2



Saxion Drawingboard

Eren Köngül 573029

1. Even or odd?
2. Power of 2?
3. Two's complement

2

Enter number

7

7 is not power of 2



Saxion Drawingboard

Eren Köngül 573029

1. Even or odd?
2. Power of 2?
3. Two's complement

3

Enter a number

5

Two's complement of 5 is: -5 11111111111111111111111111111011

Converting back: -5 becomes: 5 101

Ready? Then save this file and export it as a pdf file with the name: [week2.pdf](#)