Computer Project

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Assignment 1

Writa a pogram to take lower and upper range from the user and print all the Kaprekar numbers within that range. (A number n hanving d digits is squared and split into two pieces, right hand piece having d digits and left hand piece having d or d-1 digits. If sum of the two peices is equal to the number then n is Kaprekar number). Eg: 9, 45, [55], 297

Algorithm:

Class Kaprekar_main:

Method Main:

- Step 1: declare lr and ur as lower and upper limit respectively
- Step 2: accept input from the user the lower and upper limit in lr and ur
- Step 3: check if the numbers are greater than zero and ur ¿ lr. if not then renter
- Step 4: initialize a Kaprekar object.
- Step 5: call the display method of Kaprekar object

Class Kaprekar:

Method display:

- Step 1: declare i as a loop control variable
- Step 2: start a 'for' loop from lower_range to upper_range with i as the loop control.
- Step 3: call iskaprekar method passing i as the actual parameter.
- Step 4: if iskaprekar returned true then print the number to screen.

Method iskaprekar:

- Step 1: store the square of the formal parameter in sq.
- Step 2: store the length of sq in len bu using the formula log10(sq)+1 = len.
- Step 3: store the value of sq % 10 $\hat{}$ len/2 + 1 in part1 if len is odd.
- Step 4: store the value of sq % 10 $\hat{}$ len/2 in part2 if len is even.
- Step 5: return the value of part1 + part2 == x

```
public class Kaprekar
{
   private int lower_range ; // stores lower range
```

```
private int upper_range ; // stores upper range
  /* initializes the whole system */
  Kaprekar(int lr, int ur)
    this.lower_range = lr ;
    this.upper_range = ur ;
  }
  /* displays the kaprekar numbers in order of their existance */
  void display()
  {
    for(int i = lower_range; i < upper_range; i++)</pre>
      if(iskapraker(i))
        System.out.print(i+", ");
    System.out.println() ;
  }
  /* the main function that will determine if the number is really kapraker
    \hookrightarrow */
  boolean iskapraker(int x)
    int sq = x*x; // the square of the number
    int len = (int)(Math.log10(sq)+1); // the total number of digits in sq
    // the half of the number using mathematics
    int part1 = sq \% (int)Math.pow(10, (int)Math.floor((len * 1.0)/2.0) +
    int part2 = sq / (int) Math.pow(10, (int) Math.ceil((len * 1.0)/2.0));
    //System.out.println(part2+" "+part1);
    return (part1+part2 == x);
  }
import java.util.Scanner ;
public class Kaprekar_main
  /* main entry point */
  public static void main(String args[])
  {
    Scanner sc = new Scanner(System.in); // input handler
    int lr = 0, ur = 0;
    do
      System.out.print("Enter a lower range: ") ;
      lr = sc.nextInt() ;
```

}

{

```
System.out.print("Enter a upper range: ");
ur = sc.nextInt();
if(lr <= 0 || ur <= lr || ur <= 0)
    System.out.println("Wrong Input");
}while(lr <= 0 || ur <= lr || ur <= 0);

Kaprekar kp = new Kaprekar(lr, ur);
kp.display(); // main interface
}
</pre>
```

Name	Function	Type	Scope
lower_range	it stores the lower range of number	int	object
upper_range	it stores the upper range of number	int	object
lr	it is a temporary variable to store range of number	int	main(),Kaprekar()
ur	it is a temporary variable to store range of number	int	main(),Kaprekar()
i	iterator variable to control the for loop	int	display()
X	it is the input to the iskaprekar func.	int	iskaprekar()
sq	it stores the square of the intput	int	iskaprekar()
len	it is the number of digits in sq	int	iskaprekar()
part1	it is the first part	int	iskaprekar()
part2	it is the second part	int	iskaprekar()
sc	it is a input handler	Scanner	main()
kp	it is the control object	Kaprekar	main()

Write a Java Program to pring the first N numbers of the Pell series.

In mathematics, the Pell numbers are an infinite sequence of integers. The sequence of Pell numbers starts with 0 and 1, and then each Pell numbers is the sum of twice the previous Pell number and the Pell number before that.:

```
thus, 70 is the companion to 29, and 70 = 2 * 29 + 12 = 58 + 12.
```

The first few terms of the sequence are:

```
0, 1, 2, 5, 12, 29, k70, 169, 408, 985, 2375, 5741, 1386
```

Algorithm:

Class Pell_main:

Method Main:

- Step 1: create a input handler and take the number of terms as input
- Step 2: if the terms have a less number than 0 then promp user for reinput
- Step 3: create a object of Pell class and call display method

Class Pell:

Method display:

```
Step 1: create two variable for first and secon pell numbers
```

- Step 2: start a 'for' loop from 0 to N with the loop control i
- Step 3: print 2 * second term + first term to the screen and also store it in c
- Step 4: set first term to second term and second term to c.

```
public class Pell
{
    /* displays the whole series from start to finish */
    void display(int N)
    {
        int a = 0 ; // starting you know right
        int b = 1 ; // next number
        for(int i = 0; i < N; i++)
        {
            System.out.print(a+", ") ;
            // store result temporarily
            int c = b * 2 + a ;
            a = b ;
            b = c ;
        }
        System.out.println() ;</pre>
```

```
}
}
```

```
import java.util.Scanner ;
public class Pell_main
  /* entery point of the whole program */
 public static void main(String args[])
  {
    Scanner sc = new Scanner(System.in);
    int N = 0;
    do // I don't want the whole program to collapse
      System.out.print("Enter the value of number of Pell numbers: ");
      N = sc.nextInt();
      if(N \ll 0)
        System.out.println("Number less than 0") ;
    \}while(N <= 0);
    Pell px = new Pell(); // object for no damn reason at all
    px.display(N); // displays series
 }
}
```

Name	Function	Type	Scope
sc	input handler object that is used for input	Scanner	main()
N	number of pell series terms	int	main(), display()
a	first term of pell series	int	display()
b	second term of pell series	int	display()
c	temporary variable that is used for storing tmp value of stuff	int	display()
px	Pell Class object used to call display()	Pell	main()

Write a program to take lower and upper range from the user and print all the octa prime numbers within that range. (A octaprime number is a number whose octal equivalent is prim number.) Example: 15 is a octaprime number as its octal equivalent is 17 which is a prime number.

Algorithm:

Class OctaPrime main:

Method Main:

- Step 1: create a input handler and accept the lower and upper limits
- Step 2: bounds check on the input and if they fail reinput the data
- Step 3: call the printoctal primes function for the execution of the program

Class OctaPrime_main:

Method printoctalprimes:

- Step 1: declare i as a loop control variable
- Step 2: start a 'for' loop from lower_range to upper_range with i as the loop control.
- Step 3: get a new octal number from the octal function and i as the input
- Step 4: print the octal as a octoprime if it is a prime.

Method octal:

- Step 1: create variable to create octal number and a stabilizer.
- Step 2: get into a while loop until x becomes zero
- Step 3: add (x % 8) * dmz to the value of oc
- Step 4: increase dmz by 10
- Step 5: return the value of oc

Method isPrime:

- Step 1: if x less than or equals to one then return false
- Step 2: if numbers starting from 2 till x-1 are a factor of x then return false
- Step 3: if non of the cases match return true

```
public class Octaprime
{
    /* returns the octal variant of the number */
    int octal(int x)
    {
        int oc = 0 ; // octal numbers
        int dmz = 1;
        while(x != 0)
        {
            oc += (x % 8) * dmz;
            dmz *= 10;
      }
}
```

```
x /= 8;
    }
    return oc ;
  }
  /* checks if the number is prime or not */
  boolean isPrime(int x)
    if(x <= 1) return false ;</pre>
    for(int i = 2; i < x; i++) if(x % i == 0) return false;
    return true ;
  }
  /* prints the primes accorsding to the instructions */
  void printoctaprimes(int lr, int ur)
    for(int i = lr; i < ur; i++)
      int o = octal(i);
      if(isPrime(o))
        System.out.print(i+", ");
    }
    System.out.println();
  }
}
import java.util.Scanner ;
public class Octaprime_main
{
  /* entery point of the stuff */
  public static void main(String args[])
    Scanner sc = new Scanner(System.in) ;
    int lr = 0, ur = 0;
    do
    {
      System.out.print("Enter lower ranger: ") ;
      lr = sc.nextInt(); // lower limit
      System.out.print("Enter upper ranger: ") ;
      ur = sc.nextInt(); // upper limit
    }while(lr <= 0 || ur <= 0 || ur <= lr);</pre>
    Octaprime op = new Octaprime() ;
    op.printoctaprimes(lr, ur); // outputs the octaprimes
  }
}
```

Name	Function	Type	\mathbf{Scope}
op	object to access methods	OctalPrime	main()
X	intput to the octal function	int	octal()
dmz	octal number's position stabilizer	int	octal()
oc	octal number that is generated	int	octal()
X	intput to the is prime function	int	isPrime()
i	controls the for loop	int	isPrime(), printoctalprimes()
lr	lower range limit	int	printoctalprimes(), main()
ur	upper range limit	int	printoctalprimes(), main()
sc	input handler for input (duh)	int	main()
О	octal number that was generated	int	printoctalprimes()

Wriate a program in java which take as input the name of a sudent and marks of 5 subjects of the student. The avarage marks is calculated for the student. This repeated for N students. The program will display the name and the average marks of the student with the lowest average. (No sorting or searching technique to be applied)

Algorithm:

Class Avarage_main:

Method Main:

- Step 1: create a input handle to accept input from the user
- Step 2: take the input of number of students in N
- Step 3: Check if the input makes sense if not exit
- Step 4: create temporary and call displaySmall

Class Avarage:

Method displaySmall:

- Step 1: create 2 values avgl and namel to store the name and the avarage of least student
- Step 2: start a loop and continue looping until N is 0.
- Step 3: take input of 5 subjects from the stdin.
- Step 4: create a temporary variable and store the avarage of the 5 subjects.
- Step 5: check if the avarage of tmp variable is lower than the avgl.
- Step 6: if the check passes then replace the value of avgl with avg.
- Step 7: and also replace the name depending on Step 5 condition.
- Step 8: reduce N by 1.
- Step 9: after completing the whole loop print the results.

```
if(avg < avgl)</pre>
        avgl = avg;
        namel = name ;
      }
      N -- ;
    }
    System.out.println("Least avg marks: "+avgl+" ; Name: "+namel) ;
  }
}
import java.util.Scanner ;
public class Avarage_main
  /* entery point like who in the right mind would have guessed*/
  public static void main(String args[])
    Scanner sc = new Scanner(System.in) ;
    System.out.print("Enter number of students: ") ;
    int N = sc.nextInt();
    if (N < 0) return; // best kind of err handeling
    new Avarage().displaySmall(sc, N);
  }
}
```

Name	Function	Type	Scope
avgl	least average of the cost	int	displaySmall
namel	name of the person with smallest number	String	displaySmall
a	stores the value of all 5 subject marks	$\operatorname{int}[]$	displaySmall
avg	temporary avarage of the 5 subjects	int	displaySmall
N	number of students input	int	displaySmall, main
sc	input handler using scanner	Scanner	displaySmall, main

Vrite a program which takes N integers from the useer in an array and removes the duplicate elements from the array and display the new array.

Example:

Enter no of integgers: 7

Input array elements: 1,2,3,1,2,3,4

Output

Algorithm:

Class Duplicate_main:

Method Main:

Step 1: create a input handle

Step 2: take the number of elements as input

Step 3: fill up the array with input data

Step 4: create a temporary object and call the appropriate method

Class Duplicate:

Method removeDupAndPrint:

Step 1: create a string to store out put

Step 2: Iterate through the array.

Step 3: Check the first index of the element in out

Step 4: if it exists in out then don't add else add it.

Step 5: replace the "[space]" with ",[space]" and print it

```
public class Duplicate
{
  void removeDupAndPrint(int x[])
  {
    String out = "" ; // output

    // finds out the elements that are duplicate
    for(int i = 0; i < x.length; i++)
    {
        // index of returs -1 if element does not exist
        if(out.indexOf(x[i]+"") < 0)
            out = x[i]+" "+out;
      }

      // prints with a ,
      System.out.println(out.replace(" ", ", "));
}</pre>
```

```
}
```

Name	Function	Type	Scope
sc	inputt handler	Scanner	main
num	number of elements of array	int	main
nx	the array of input data	$\operatorname{int}[]$	main

A class Mixer has been defined to merge two sorted integer array in ascending order. Some of the members of the class are given below:

Class Name: Mixer

Data members/instance variables:

int arr[] : to store elements of an array int n : to store the size of the array

Member functions:

Mixer(int nn) : constructor to assign n = nn

void accept() : to accept the elements of the array in

ascending order without any duplicates

Mixer mix(Mixer A) : to merge the current object array

elements with the parameterized array elements

and return the rusultant object.

void display() : to display elements of the array

Algorithm:

Class Pell_main:

Method Main:

Step 1: create a input handler using Scanner calss.

Step 2: create 2 variables to hold the length of the mixer arrays

Step 3: check if the input is sensible and greatere than 0

Step 4: if the check fails propmt the user again to input number

Step 5: create two objects of mixer class using the previously declared variables.

Step 6: accept input from the user using the accept() method.

Step 7: call the mix method using the mix objects that are created.

Stpe 8: display the mixed arrays.

Class Mixer:

Method Mixer:

Step 1: set the object variable n to nn

Step 2: create a array of size n and store it in object variable to arr

Method mix:

Step 1: create a new object for mixer with the size of the two input mixer arrays.

Step 2: fill the newly created array with the elements of A and this.

Step 3: sort the array of the newly created object using insertion sort.

Step 4: return the object.

Method accept:

Step 1: create a input handler using Scanner class.

Step 2: loop throught the arr array of the current object and fill it with input.

Method display:

Step 1: loop through the whole arr array of current object and print the elements.

Step 2: print a newline for asthetics.

```
import java.util.Scanner ;
public class Mixer
{
  int arr[] ; // to store elements of an array
  int n ; // to store the size of the array
  Mixer(int nn)
    this.n = nn;
    this.arr = new int[nn] ;
  }
  // accepts all the input in the arr array
  void accept()
  {
    Scanner sc = new Scanner(System.in) ;
    for(int i = 0; i < this.n; i++)
      this.arr[i] = sc.nextInt(); // int is the input type
  }
  // mixes stuff like merge sort.
  Mixer mix(Mixer A)
    Mixer m = new Mixer(this.n + A.n) ;
    // copy every thing to the m.arr first
    for(int i = 0; i < this.n; i++) m.arr[i] = this.arr[i];</pre>
    for(int i = this.n; i < m.n; i++) m.arr[i] = A.arr[i-this.n];
    // now sort the whole thing.
    for(int i = 1; i < m.n; ++i)
      int key = m.arr[i] ;
      int j = i - 1;
      while(j \ge 0 \&\& m.arr[j] > key)
        m.arr[j+1] = m.arr[j];
        --j;
      m.arr[j+1] = key ;
    }
```

```
return m ;
  }
  // print the whole beautiful *sigh* array
  // I had to write the same thing 10 times in a row
  // now I am tired. god save my soul.
  void display()
  {
    for(int i = 0; i < this.n; i++)
      System.out.print(this.arr[i]+" ");
    System.out.println();
  }
}
import java.util.Scanner ;
public class Mixer_main
  public static void main(String args[])
  {
    Scanner sc = new Scanner(System.in) ;
    int n1 = 0; // two different elements
    int n2 = 0;
    System.out.print("Number Of Elements: ") ;
    do\{ n1 = sc.nextInt() ;\} while(n1 <= 0) ; // inputs of both
    do\{ n2 = sc.nextInt() ; \} while(n2 <= 0) ;
    Mixer m1 = new Mixer(n1); // initializing 2 objs
    Mixer m2 = new Mixer(n2);
    m1.accept(); // accepts input in mixer
    m2.accept();
    Mixer m3 = m1.mix(m2); // mixes the stuff
    System.out.println("Output: "); // prints the stuff out
    m3.display();
  }
}
```

Name	Function	Type	Scope
n1	number of elements	int	main
n2	number of elements	int	main
m1	object to be filled	Mixer	main
m2	object to be filled	Mixer	main
m3	output of the mixers	Mixer	main
arr	to store elements of an array	int[]	Mixer
n	to store size of arr	int	Mixer
nn	temporary input var	int	Mixer()
sc	input of all the numbers	Scanner	accept, main
A	mix object to be used to mix stuff	Mixer	mix
m	output of the mix method	Mixer	mix
i,j	loop control variables	int	mix
key	key of insertion sort	int	mix

Write a program which takes n integers as input(max 50 integers) and stores them in an array data from index 0 to n-1. Now we want to rearrange the integers in the following way:- find the minmum value and put it in position (n/2) [for odd number of elements] oand position (n/2-1) [for even number number elements]); find the second smallest value and put it to its right; then the third small and place it to its lieft and so on altering right and left until all the integers are done.

Algorithm:

Class Avarage_main:

Method Main:

Step 1: create a input handle to accept input from the user

Step 2: take the input of number of students in N

Step 3: Check if the input makes sense if not exit

Step 4: create temporary and call displaySmall

Class Avarage:

Method displaySmall:

```
Step 1: create 2 values avgl and namel to store the name and the avarage of least student
```

Step 2: start a loop and continue looping until N is 0.

Step 3: take input of 5 subjects from the stdin.

Step 4: create a temporary variable and store the avarage of the 5 subjects.

Step 5: check if the avarage of tmp variable is lower than the avgl.

Step 6: if the check passes then replace the value of avgl with avg.

Step 7: and also replace the name depending on Step 5 condition.

Step 8: reduce N by 1.

Step 9: after completing the whole loop print the results.

```
public class Alternate
{
    // fills the whole array
    void fill(int arr[], int nx[])
    {
        int pos = arr.length % 2 == 0 ? arr.length/2 - 1: arr.length/2 ;
```