

```

1 /**=====
2 **                               Ordered.java
3 *? Gets three command-line arguments (int values). If the values are strictly
4 *? ascending or strictly descending, prints true. Otherwise prints false.
5 *@argument x int
6 *@argument y int
7 *@argument z int
8 *@print True / False
9 *=====**/
10 public class Ordered {
11     public static void main (String[] args) {
12         // Declaring the variables
13         int x = Integer.parseInt(args[0]);
14         int y = Integer.parseInt(args[1]);
15         int z = Integer.parseInt(args[2]);
16         // Check if the variables are in strictly ascending or descending order
17         if ((x < y && y < z) || (x > y && y > z)){
18             System.out.println("True");
19         }
20         else {
21             System.out.println("False");
22         }
23     }
24 }
25 /*===== END OF Ordered.java =====*/

```

```

1 /**=====
2 **                                     Reverse.java
3 *? The program expects to get one command-line argument: A string.
4 *? Prints a given string, backward. Then prints the middle character in the string.
5 *@argument str String
6 *@print Reversed string of str
7 *@print Middle char in str
8 *=====**/
9 public class Reverse {
10     public static void main (String[] args){
11         // Declaring the variable
12         String str = args[0];
13         String reversedString = "";
14         // Reverse the string and find the middle character
15         for (int i=str.length()-1; i >= 0; i--) {
16             reversedString += str.charAt(i);
17         }
18         System.out.println(reversedString);
19         if (str.length() % 2 == 0){
20             char middleChar = str.charAt((int) (str.length() / 2) - 1);
21             System.out.println("The middle character is " + middleChar);
22         }
23         else {
24             char middleChar = str.charAt((int)(str.length() / 2));
25             System.out.println("The middle character is " + middleChar);
26         }
27     }
28 }
29 /**===== END OF Reverse.java =====*/

```

```

1 /**=====
2 **                               DamkaBoard.java
3 *?  Gets a command-line argument n, and prints an n-by-n damka board.
4 *@argument n int
5 *@print A damka board
6 *=====**/
7 public class DamkaBoard {
8     public static void main(String[] args) {
9         // Declare the variable
10        int n = Integer.parseInt(args[0]);
11        // Printing the n-by-n board
12        if (n < 0) {
13            System.out.println("Invalid input please with a positive number");
14        }
15        else {
16            for (int i = 0; i < n; i++){
17                for (int j = 0; j < n; j++) {
18                    if (i % 2 != 0) {
19                        System.out.print(" *");
20                    }
21                    else {
22                        System.out.print("* ");
23                    }
24                }
25                System.out.println();
26            }
27        }
28    }
29 }
30 /*===== END OF DamkaBoard.java =====*/

```

```

1 /**=====
2 **                                     Perfect.java
3 *? Gets a command-line argument, and chekcs if the given number is perfect.
4 *@argument number int
5 *@print If perfect: The number with its divisors. If not perfect: number is not perfect
6 *=====**/
7 public class Perfect {
8     public static void main (String[] args) {
9         // Declaring the variable
10        int number = Integer.parseInt(args[0]);
11        int sum = 0;
12        String msg = number + " is a perfect number since " + number + " =";
13        // Calculating and sum the divisors of the given number
14        if (number>0){
15            for(int divisor=1; divisor<number; divisor++) {
16                if (number % divisor == 0) {
17                    sum += divisor;
18                    if (divisor == 1) {
19                        msg += " " + divisor;
20                    }
21                    else{
22                        msg += " + " + divisor;
23                    }
24                }
25            }
26        }
27        else {
28            for(int divisor=-1; divisor>number; divisor--) {
29                if (number % divisor == 0) {
30                    sum += divisor;
31                    if (divisor == -1) {
32                        msg += " (" + divisor + ")";
33                    }
34                    else{
35                        msg += " + (" + divisor + ")";
36                    }
37                }
38            }
39        }
40        if (sum == number){
41            System.out.println(msg);
42        }
43        else {
44            System.out.println(number + " is not a perfect number");
45        }
46    }
47 }
48 /**===== END OF Perfect.java =====*/

```

```

1 import java.util.Random;
2 /**=====
3 **                                OneOfEachStats.java
4 *?  Computes some statistics about families in which the parents decide
5 *?  to have children until they have at least one child of each gender.
6 *@param T int
7 *@param seed Int
8 *@print Average of children in a family
9 *@print Number of families that has two children
10 *@print Number of families that has three children
11 *@print Number of families that has four or more children
12 *@print Most common number of children in a family
13 *=====**/
14 public class OneOfEachStats {
15     public static void main (String[] args) {
16         // Gets the two command-line arguments
17         int T = Integer.parseInt(args[0]);
18         int seed = Integer.parseInt(args[1]);
19         // Initializes a random numbers generator with the given seed value
20         Random generator = new Random(seed);
21
22         // Declaring the variables
23         int hasTwoChildren = 0;
24         int hasThreeChildren = 0;
25         int hasFourPlusChildren = 0;
26         double totalChildrenNum = 0;
27
28         // Simulating the families and make the calculation
29         if (T <= 0){
30             System.out.println("Families number is invalid. Please try again with a positive integer.");
31         }
32         else {
33             for (int i=0; i<T; i++) {
34                 int boy=0;
35                 int girl=0;
36                 while (boy < 1 || girl < 1) {
37                     double child = generator.nextDouble();
38                     if(child <= 0.5){
39                         boy ++;
40                     }
41                     else {
42                         girl ++;
43                     }
44                 }
45                 totalChildrenNum += (boy + girl);
46                 if ((boy + girl) == 2){
47                     hasTwoChildren++;
48                 }
49                 else if ((boy + girl) == 3) {
50                     hasThreeChildren++;
51                 }
52                 else {
53                     hasFourPlusChildren++;
54                 }
55             }
56
57             // Print the results
58             System.out.println("Average: " + (totalChildrenNum/T) + " children to get at least one of each
59 gender.");
60             System.out.println("Number of families with 2 children: " + hasTwoChildren);
61             System.out.println("Number of families with 3 children: " + hasThreeChildren);
62             System.out.println("Number of families with 4 or more children: " + hasFourPlusChildren);
63
64             if (hasTwoChildren >= hasThreeChildren && hasTwoChildren >= hasFourPlusChildren) {
65                 System.out.println("The most common number of children is 2.");
66             }
67             else if (hasThreeChildren >= hasFourPlusChildren && hasThreeChildren >= hasTwoChildren) {
68                 System.out.println("The most common number of children is 3.");
69             }
70             else {
71                 System.out.println("The most common number of children is 4.");
72             }
73         }
74     }
75 }
76 /**===== END OF OneOfEachStats.java =====**/

```