Java exercises

Every single exercise gives you one point including the subsections. Thus, the total of points is 26.

- 1. Write code to calculate the distance between two points in a two-dimensional space. The formula for calculating the distance is $\sqrt{(x_1-x_2)^2+(y_1-y_2)^2}$.
- 2. Write code to display all numbers between n and m which are not divisible by 7 and/or 17.
- 3. Write code that displays all divisors for a given number.
- 4. We have the following banknotes: 100, 50, 20, 10 and 5. Make a program to break an amount of money into smallest possible number of banknotes. You can assume the amount is an integer number.
- 5. Write a program where the user tries to guess what number (between 1 and 100) is stored in the program. The program must give a hint to the user whenever he/she/non-binary guesses wrong. The program stops after the guess is correct.
- 6. Seconds is given as an integer.
 - a) Write a program to display it in years, days, hours, minutes, and seconds.
 - b) Make a clever testing program for point a).
- 7. Code a program to display a square of given size (height and width). Only the frame of the square is to be displayed.
- 8. Code a program to display an isosceles triangle. The height of the triangle is given. If the given height is 3, then the triangle should look like:

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- 9. Reverse a given integer number. Example: 2385 becomes 5832.
- 10. Define a two-dimensional String-array. Fill the array with strings representing the indexes. Example: Index [0][0] includes the string "00" and index [7][4] includes the string "74".
- 11. Draw 100 random numbers between 1 and 100 and save them in an array.
 - a) Traverse through the array and display the positions where the value is 5 or under. How many such positions should there be?
 - b) Make point a) to a subroutine which gets the array and the value to search as parameters.
- 12. Draw 100 random numbers between -50 and 50.
 - a) Save the negative ones in one array and the positive ones in another array. How long should the arrays be?
 - b) The length of the arrays must be exactly the same as the numbers stored in them. This means you have to make a dynamic array by hand. You may not use an ArrayList or any other data structure present in Java.
- 13. Reversing a string. Input: "Pig is an animal", Output: "lamina na si giP".
 - a) Write the code in the main method.
 - b) Write a subroutine which gets the input as a parameter and returns the reversed string.
 - c) Write a class to hold a String. Make a method which reverses the String saved in the class. The method changes the inner state of the class.
- 14. Counting characters.
 - a) Write code to count how many times different characters occurs in a String.
 - b) Make the previous a subroutine. The subroutine gets the String as a parameter and returns the result. What is returned is the most important thing here.
- 15. Make a class which holds an undefined amount of numbers.

- a) The user must be able to insert and delete numbers from the class.
- b) The class has a method for returning the average of the numbers.
- c) The class holds the average of the numbers. This means the class *updates* the average whenever necessary. Jari remembers to explain this.
- d) After finishing part c) think: why would we ever write such code? It has *side-effects* and as such violates f.ex. the paradigm of functional programming.
- 16. The formula below can be used to calculate the Fibonacci numbers. We could mathematically prove that the formula is correct, but that is quite difficult, especially if you're not a mathematician. Instead, we can prove it works by coding a program to test the formula. Do that. The formula is copied from: https://fi.wikipedia.org/wiki/Fibonaccin_lukujono.

$$F\left(n
ight)=rac{1}{\sqrt{5}}\left(\left(rac{1+\sqrt{5}}{2}
ight)^{n}-\left(rac{1-\sqrt{5}}{2}
ight)^{n}
ight)$$

17. A Fibonacci number is calculated as the sum of the two previous Fibonacci numbers, i.e. $F_i = F_{i-1} + F_{i-2}$. The two first numbers are 0 and 1 and after that the series continues as explained. Make a class to calculate any "nacci" series. See https://fi.wikipedia.org/wiki/Fibonaccin_lukujono, for details.