LAB 6

Java Methods

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1. Write a Java method that returns a triangular number. A triangular number is defined as $1+2+3+\ldots+n$. Then, write a Java program to use the method to display the first 20 triangular numbers.

```
public class L6Q1 {
   public static void main(String[] args){

    L6Q1 calc = new L6Q1();

   for(int i = 0; i<=20; i++){
        System.out.println(calc.triangularNumber(i));
    }
}

int triangularNumber(int n){
   return (n*(n+1))/2;
}
</pre>
```

Write a Java method multiPrint(int n, char c) that prints n copies of character c. Then, write a Java program to use the method to display the triangles and diamonds.

```
public class L6Q2 {
    public static void main(string[] args){

        L6Q2 shape = new L6Q2();

        for(int i=0; i<5; i++) {
            shape.multiPrint((i+1),'*');
        }

        System.out.println(" * ");
        System.out.println(" *** ");
        shape.multiPrint(5,'*');
        System.out.println(" *** ");
        System.out.println(" * ");

    }

    void multiPrint(int n, char c) {
        System.out.println(String.valueOf(c).repeat(n));
    }
}</pre>
```

Write a Java method that accepts an array of 10 integers. The method should reverse the integer in the array. Example, if the number is 1234, the number will change to 4321.

```
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        Scanner in = new Scanner(System.in);
        System.out.println("Please enter a string of numbers: ");
        String num = in.nextLine();
        reverseStr(num);
    }

    static void reverseStr(String str){
        char[] arr = str.toCharArray();
        for(int i = arr.length-1; i>=0; i--){
            System.out.print(arr[i]);
        }
    }
}
```

4. Write a Java method that implements Euclidean Algorithm to return the greatest common divisor of two positive integers. Then, write a program to get the GCD for (24, 8) and (200, 625).

```
public class L6Q4{
    public static void main(String[] args){
        System.out.println(euclid(24,8));
        System.out.println(euclid(200,625));
    public static int euclid(int x, int y) {
        if (x == 0 || y == 0) {
            return 1;
        }
        if (x < y) {
            int t = x;
           X = Y;
            y = t;
        if (x \% y == 0) {
            return y;
        } else {
            return euclid(y, x % y);
    }
```

 Write a Java method that accepts three parameters, the method will compare whether the third parameter value is equal to the multiplication of parameter 1 and parameter 2. Then, write a Java multiplication game for any random number within 0 − 12.

Example Output:

```
Enter negative number to quit.

5 x 8 = 40

Enter negative number to quit.

7 x 9 = 16

Enter negative number to quit.

6 x 6 = 36

Enter negative number to quit.

3 x 2 = -1

Your Score is 2
```

```
//Java Sample Output
import java.util.Scanner;
public class L6Q5{
   static int score = 0;
    public static void main(String[] args){
       Scanner in = new Scanner(System.in);
       int a,b,c;
       do {
            System.out.println("\nEnter negative number to quit. ");
           a = in.nextInt();
            b = in.nextInt();
            c = in.nextInt();
            multiplication(a,b,c);
            if (a < 0 || b < 0 || c < 0) {
               multiplication(a,b,c);
                break;
            }
        }while(a > 0 && b > 0 && c > 0);
        System.out.println("\nYour Score is "+score);
        public static void multiplication(int a, int b, int c){
        if(a * b == c){
           score++;
            System.out.printf("%d x %d = %d",a,b,c);
    }
}
```

```
//Java Multiplication game
public class L6Q5{
   static int score = 0;
   public static void main(String[] args){
       int a,b,c;
           System.out.println("\nEnter negative number to quit. ");
           a = (int)(Math.random()*12)+1;
           b = (int)(Math.random()*12)+1;
           c = (int)(Math.random()*12)+1;
           multiplication(a,b,c);
       System.out.println("\nYour Score is "+score);
   }
       public static void multiplication(int a, int b, int c){
       if(a * b == c){
           score++;
           System.out.printf("%d x %d = %d",a,b,c);
   }
```

6. Write a Java method that determine whether a number is a palindromic prime and another method that determine whether a number is emirp (the number is a prime number and the reverse also a prime number and is not palindromic prime). Then, write a Java program to use the methods to display the first 20 palindromic prime and emirp.

```
public class L6Q6{
   public static void main(String[] args){
       L6Q6 numbers = new L6Q6(); //Create object
       numbers.displayPalindromePrime(20); //Display 20 Palindrome Prime
       numbers.displayEmirp(20); //Display 20 Emirp
   }
   //PALINDROME PRIME
   void displayPalindromePrime(int n){
       int i = 0, thisNumber=2;
       System.out.println("First 20 Palindrome Primes:");
       while(i<n){
           if((((int)Math.log10(thisNumber)+1)%2==0) && !(((int)Math.log10(thisNumber)+1)==2)){
               thisNumber = (int) Math.pow(10, (int)Math.log10(thisNumber)+1);
            if ((thisNumber == reverse(thisNumber)) && isPrime(thisNumber)) {
               System.out.printf("%d%s", thisNumber, (i < (n - 1))? ", " : "\n");
               i++;
           }
           thisNumber++;
        }
   }
   //EMIRP
    void displayEmirp(int n){
       int i = 0, thisNumber = 13;
       System.out.println("First 20 Emirps: ");
        while(i<n){
            if(isPrime(thisNumber) && thisNumber != reverse(thisNumber) && isPrime(reverse(thisNumber))){
               System.out.printf("%d%s", thisNumber, (i<(n-1))? ",":"\n");
               i++;
            thisNumber++;
        }
   }
```

```
//REVERSE
static int reverse(int n){
    int rev = 0;
    while(n>0){
        rev = rev * 10 + n % 10;
        n /= 10;
    }
    return rev;
}

static boolean isPrime(int n){
    for(int i=2; i<Math.sqrt(n); i++){
        if(n%i == 0){ return false;}
    }
    return true;
}</pre>
```

Link:

https://github.com/PeiHui369/Fundamentals-Of-Programming/tree/main/Lab%206