Project 1: Another Brick in the Wall

Due on Sep 27, 2019, by 11:59PM

If you turn in your printed and electronic copy of the project on time, it has passed the Kattis system, and the style meets the guideline, you'll receive 100% of the points. If you don't get it to work, submit your well-documented code so I can see what you were thinking. You'll receive partial credit for it.

Total points: **100**

Make sure you follow the style guidelines (https://google.github.io/styleguide/javaguide.html#s4-formatting) and refer to the submission guidelines.

Goals

The main goals of this project are:

- Practice your Java skills
- Exercise your problem-solving skills

Project description

In this project, you'll be writing your first Java program that will solve the Almost Perfect problem described here.

Project input

From Kattis:

Input consists of a sequence of up to 500 integers, one per line. Each integer is in the range 2 to 10^9 (inclusive). Input ends at end of file.

Project output

From Kattis:

For each input value, output the same value and then one of the following: "perfect" (if the number is perfect), "almost perfect" (if it is almost perfect but not perfect), or "not perfect" (otherwise).

Submission

Submit your program to Kattis (https://open.kattis.com/problems/almostperfect). Your solution must successfully be accepted by Kattis.

After successfully passing Kattis, take a screenshot of your profile and save it as `proj1_passed.jpg`. Submit both files, your Java solution and the screenshot, to GitHub under prj/1.