

Assignments--Classes Objects

1. Create a class that contains method for reversing a three digit number

Initialize the variables using constructor if needed. Class Name	NumberManipulator
Method Name	reverseNumber
Method Description	Reverses a Three digit number
Argument	int number
Return Type	int – Reverse of the number

2. Create a class that checks whether the entered number is prime or not.

Initialize the variables using constructor if needed. Class Name	PrimeChecker
Method Name	checkPrime
Method Description	Checks if the entered number is prime or not
Argument	int n
Return Type	boolean – True if number is prime

3. Create a class that contains method to accept an array and convert all the even members to the next odd and all the odd numbers to the previous even.As

Class Name	ArrayManipulator
Method Name	changeNumber
Method Description	Changes even to odd and odd to even
Argument	int []elements

4. Create a class that contains method capable of modifying in an array such a way that the new array contains elements which are the product of two neighboring columns in the original array. Last element can be left as it is.

Class Name	ArrayManipulator
Method Name	changeArrau
Method Description	Changes each value of each column as the product of two neighboring columns
Argument	int []
Return Type	int[] – The resulting array after the process

Logic

Iterate through the array and set the values of each column as the product of two neighboring columns. Last element can be left as it is.

For Example

If the input array is {1,2,3,4}

The resulting array should be {2,6,12,4}