KATA 1:

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| public class FakeBinary {  public static String fakeBin(String numberString) {  String numberResult="";    for(int i=0;i < numberString.length() ; i++){    int res;  int val = 5;  String a = String.valueOf(numberString.charAt(i));    res = Integer.parseInt(String.valueOf(a));    if(res < val){  res=0;  }  else if (res >= val){  res = 1;  }  numberResult = numberResult + res;  }  return numberResult;  }  } |

KATA 2:

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| public class EvenOrOdd {  public static String even\_or\_odd(int number) {  //Place code here    if(number % 2 == 0){  return "Even";  }  else{  return "Odd";  }    }  } |

KATA 3:

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| public class Printer {    public static String printerError(String s) {  // your code    int conts = 0;  int cant=s.length();    String [] val = {"a","b","c","d","e","f","g","h","i","j","k","l","m"};      for(int i =0; i< cant; i++){    String a = String.valueOf(s.charAt(i));    // For de Validacion  int cont = 0;  for(int j = 0 ; j < val.length ; j++ ){    if(a.equals(val[j])){  cont = cont + 1;    }    }    if(cont == 0){  conts = conts + 1;  }  }  return conts +"/"+cant;  }    } |

KATA 4:

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Kata 5:

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