Grains in Scala

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Grains

Write a program that calculates the number of grains of wheat on a chessboard given that the number on each square doubles.

There once was a wise servant who saved the life of a prince. The king promised to pay whatever the servant could dream up. Knowing that the king loved chess, the servant told the king he would like to have grains of wheat. One grain on the first square of a chess board. Two grains on the next. Four on the third, and so on.

There are 64 squares on a chessboard.

Write a program that shows:
- how many grains were on each square, and
- the total number of grains

For bonus points

Did you get the tests passing and the code clean? If you want to, these are some additional things you could try:

- Optimize for speed.
- Optimize for readability.

Then please share your thoughts in a comment on the submission. Did this experiment make the code better? Worse? Did you learn anything from it?

The Scala exercises assume an SBT project scheme. The exercise solution source should be placed within the exercise directory/src/main/scala. The exercise unit tests can be found within the exercise directory/src/test/scala.

To run the tests simply run the command `sbt test` in the exercise directory.

For more detailed info about the Scala track see the help page (http://help.exercism.io/getting-started-with-scala.html).

Source

Beta

JavaRanch Cattle Drive, exercise 6 view source (http://www.javaranch.com/grains.jsp)

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