<u>HW2</u>

```
/**
 * Gets a command-line argument (int), and prints all the divisors of the given number.
 */
public class Divisors {
  public static void main (String[] args) {
    int num = Integer.parseInt(args[0]);
    int i = 1;

    while(i<=num) {
        if (num%i == 0) {
            System.out.println(i);
        } i += 1;
        }
    }
}</pre>
```

```
/**
* Prints a given string, backward. Then prints the middle character in the string.
* The program expects to get one command-line argument: A string.
*/
public class Reverse {
 public static void main (String[] args){
    String sln = args[0];
    String sOut = "";
    for (int i = sln.length() - 1; i>=0; i--) {
       char c = sln.charAt(i);
       sOut += c;
    }
    System.out.println(sOut);
    int midIndex;
    char midCharacter:
//checks if length of string is odd or even to determine where middle char is
    if (sln.length()%2==0){
       midIndex = (sIn.length()/2) - 1;
    } else {
       midIndex = sln.length()/2;
    }
    midCharacter = sln.charAt(midIndex);
    System.out.println("The middle character is " + midCharacter);
 }
}
```

```
/**
* Generates and prints random integers in the range [0,10),
* as long as they form a non-decreasing sequence.
*/
public class InOrder {
 public static void main (String[] args) {
    int Num1, Num2;
    Num1 = (int)(Math.random()*10);
      System.out.println(Num1);
    do {
      Num2 = (int)(Math.random()*10);
      if (Num1<=Num2){</pre>
         System.out.println(Num2);
         Num1 = Num2;
      }
    } while(Num1 <= Num2);</pre>
 }
}
```

```
/**
* Gets a command-line argument (int), and chekcs if the given number is perfect.
*/public class Perfect {
 public static void main (String[] args) {
    int Num = Integer.parseInt(args[0]);
    int i = 1;
    String sOut = Num + " is a perfect number since " + Num + " = ";
    int sum = 0;
    boolean hasDivisors = false;
    while(i < Num) {</pre>
       if (Num%i == 0) {
         if (hasDivisors){
            sOut += " + ";
         }
         sOut += i;
         sum += i;
         hasDivisors = true;
       }
       i += 1;
    }
    if (sum==Num){
       System.out.println(sOut);
    } else {
       System.out.println(Num + " is not a perfect number");
}
}
}
```

```
/**
* Gets a command-line argument n (int), and prints an n-by-n damka board.
*/
public class DamkaBoard {
  public static void main(String[] args) {
    int n = Integer.parseInt(args[0]);
    String sOut = "";
    for(int i=1; i<=n; i++){
       sOut = "";
       for(int j=1; j<=n; j++){
         if (i%2!=0){
            sOut = sOut + "* ";
         } else {
            sOut = sOut + " *";
         }
       }
       System.out.println(sOut);
    }
 }
}
```

```
* Simulates the formation of a family in which the parents decide
* to have children until they have at least one child of each gender.
public class OneOfEach {
 public static void main (String[] args) {
    boolean Boy = false;
    boolean Girl = false;
    int counter = 0;
    while(!(Boy && Girl)){
       boolean isBoy = Math.random() < 0.5;
       if (isBoy){
         Boy = true;
       }else {
         Girl = true;
       counter++;
       System.out.print(isBoy? "b": "g");
       }
    System.out.println();
    System.out.println("You made it... and you now have " + counter + " children.");
    }
 }
```

```
/**
```

- * Computes some statistics about families in which the parents decide
- * to have children until they have at least one child of each gender.
- * The program expects to get one command-line argument: an int value
- * that determines how many families to simulate.

```
*/
public class OneOfEachStats1 {
  public static void main (String[] args) {
  //initialize variables that will be used
      int T = Integer parseInt(args[0]);
      int TwoChildren = 0;
      int ThreeChildren = 0;
      int FourOrMore= 0;
      int TotalChildren = 0;
      //for loop which runs T simulations
      for(int i = 0; i<T; i++){
            boolean Boy = false;
            boolean Girl = false;
            int counter = 0;</pre>
```

//while loop as used previously to check the gender under the assumed probability and add to count

```
while(!(Boy && Girl)) {
   double rnd = Math.random();
   boolean isBoy = rnd < 0.5;

if (isBoy){
   Boy = true;
   }else {
      Girl = true;
   }</pre>
```

```
counter++;
              }
           TotalChildren += counter;
//checking to see how many children
           if (counter==2){
              TwoChildren++;
           } else if (counter==3){
              ThreeChildren++;
           } else{
              FourOrMore++;
           }
         }
//final calculations and outputs
         double AverageChildren = (double) TotalChildren/T;
         System.out.println("Average: " + AverageChildren + " children to get at least
one of each gender.");
         System.out.println("Number of families with 2 children: " + TwoChildren);
         System.out.println("Number of families with 3 children: " + ThreeChildren);
         System.out.println("Number of families with 4 or more children: " +
FourOrMore);
//comparing number of children to determine mode
         if(TwoChildren > ThreeChildren && TwoChildren > FourOrMore){
           System.out.println("The most common number of children is 2.");
         } else if (ThreeChildren > TwoChildren && ThreeChildren > FourOrMore){
           System.out.println("The most common number of children is 3.");
         } else{
           System.out.println("The most common number of children is 4 or more.");
         }
      }
 }
```

```
import java util Random,
* Computes some statistics about families in which the parents decide
* to have children until they have at least one child of each gender.
* The program expects to get two command-line arguments: an int value
* that determines how many families to simulate, and an int value
* that serves as the seed of the random numbers generated by the program.
* Example usage: % java OneOfEachStats 1000 1
*/
public class OneOfEachStats {
 public static void main (String[] args) {
    // Gets the two command-line arguments
    int T = Integer parseInt(args[0]);
    int seed = Integer parseInt(args[1]);
    // Initailizes a random numbers generator with the given seed value
    Random generator = new Random(seed);
    //// In the previous version of this program, you used a statement like:
    //// double rnd = Math.random();
    //// Where "rnd" is the variable that stores the generated random value.
    //// In this version of the program, replace this statement with:
    //// double rnd = generator.nextDouble();
    //// This statement will generate a random value in the range [0,1),
    //// just like you had in the previous version, except that the
    //// randomization will be based on the given seed.
    //// This is the only change that you have to do in the program.
    int TwoChildren = 0;
    int ThreeChildren = 0;
    int FourOrMore= 0;
```

```
int TotalChildren = 0;
//for loop which runs T simulations
    for(int i = 0; i < T; i++){
       boolean Boy = false;
       boolean Girl = false;
       int counter = 0;
//while loop as used previously to check the gender under the assumed probability and
add to count
       while(!(Boy && Girl)) {
         double rnd = generator.nextDouble();
         boolean isBoy = rnd < 0.5;
         if (isBoy){
         Boy = true;
         }else {
            Girl = true;
         }
         counter++;
         }
       TotalChildren += counter;
//checking to see how many children
       if (counter==2){
         TwoChildren++;
      } else if (counter==3){
         ThreeChildren++;
      } else{
         FourOrMore++;
       }
    }
```

```
//final calculations and outputs
    double AverageChildren = (double) TotalChildren/T;
    System.out.println("Average: " + AverageChildren + " children to get at least one of
each gender.");
    System.out.println("Number of families with 2 children: " + TwoChildren);
    System.out.println("Number of families with 3 children: " + ThreeChildren);
    System.out.println("Number of families with 4 or more children: " + FourOrMore);
//comparing number of children to determine mode
    if(TwoChildren > ThreeChildren && TwoChildren > FourOrMore){
      System.out.println("The most common number of children is 2.");
    } else if (ThreeChildren > TwoChildren && ThreeChildren > FourOrMore){
      System.out.println("The most common number of children is 3.");
    } else{
      System.out.println("The most common number of children is 4 or more.");
    }
 }
}
```