# Homework 2

## 1. Divisors

## 2. Reverse

#### 3. Luck streak

```
public class InOrder {
    public static void main (String[] args) {
        int randmom_num = (int)(Math.random() * 10);
        System.out.println(randmom_num);

    while (true){
        int new_randmom_num = (int)(Math.random() * 10);
        if (new_randmom_num >= randmom_num){
            System.out.println(new_randmom_num);
            randmom_num = new_randmom_num;
        }
        else{
            break;
        }
}
```

#### 4. Perfect Numbers

```
public class Perfect {
 public static void main (String[] args) {
        int input_num = Integer.parseInt(args[0]);
        int divisors_sum = 0;
        String perfect_str = (input_num + "is a perfect number since " + input_num + " = 1");
        for (int i = 2; i < input num; <math>i++){
               if (input_num % i == 0){
                      divisors sum += i;
                      perfect_str = (perfect_str + " + " + i);
               }
        }
        if ((divisors_sum + 1) == input_num){
               //perfect_str = (perfect_str + " = " + input_num);
               System.out.println(perfect str);
        else{
               System.out.println(input_num + " is not a perfect number");
        }
}
```

### 5. Damka Board

```
6. One of each stats
import java.util.Random;
public class OneOfEachStats {
public static String Most common fam (int fam1, int fam2,int fam3){
             int max = fam1;
             String ret val = "2.";
             if (fam2 > max){
                    max = fam2;
                    ret val = "3.";
             }
             if (fam3 > max){
                    ret_val = "4 or more.";
             }
             return ret_val;
      }
      public static void main (String[] args) {
             int input num = 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);
             String mostCommonFam;
             double averageKids = 0;
             boolean girl = false;
             boolean boy = false;
             int child counter = 0;
             int all_childern_counter = 0;
             int familys of 2 = 0;
             int familys of 3 = 0;
```

```
for(int i = 0; i < input_num; i++){
                    while (!(boy && girl)){
                           if (generator.nextDouble() <= 0.5){
                                  girl = true;
                                  //System.out.print("g");
                           }else{
                                  boy = true;
                                  //System.out.print("b");
                           }
                           child_counter++;
                    }
                    //System.out.println();
                           if (child counter == 2)
                                  familys of 2++;
                           else if (child counter == 3)
                                  familys of 3++;
                           else
                                  familys_of_4_or_more ++;
                    //System.out.println(all childern counter);
                    //System.out.println(child_counter);
                    all_childern_counter += child_counter;
                    child_counter = 0;
                    girl = false;
                    boy = false;
             }
mostCommonFam = Most_common_fam(familys_of_2, familys_of_3, familys_of_4_or_more);
averageKids = (all childern counter/(input num + 0.0));
System.out.println("Average: " + averageKids + " children to get at least one of each gender.");
```

int familys\_of\_4\_or\_more = 0;

```
System.out.println("Number of families with 2 children: " + familys_of_2);

System.out.println("Number of families with 3 children: " + familys_of_3);

System.out.println("Number of families with 4 or more children: " + familys_of_4_or_more);

System.out.println("The most common number of children is " + mostCommonFam);

}
```

}