

HW2 Code - Itay Haramati

```
public class Divisors {  
    public static void main (String[] args) {  
        int x = Integer.parseInt(args[0]);  
        for(int divisor = 1; divisor <= x; divisor++){  
            if(x % divisor == 0){  
                System.out.println(divisor);  
            }  
        }  
    }  
}
```

```
/**
 * 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 str = args[0];
        String reverseString = "";
        int n = str.length();
        for(int i = n - 1; i >= 0; i--){
            reverseString = reverseString + str.charAt(i);
        }
        System.out.println(reverseString);
        System.out.println("The middle character is " +
str.charAt((str.length() - 1) / 2));
    }
}
```

```
/**
 * 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;
        int num2 = (int)(10 * Math.random());
        int temp = num2;
        do{
            System.out.print(temp + " ");
            num1 = num2;
            num2 = (int)(10 * Math.random());
            temp = num2;
        }while(num2 >= num1);
    }
}
```

```

/**
 * Gets a command-line argument (int), and checks if the given number
 * is perfect.
 */
public class Perfect {
    public static void main (String[] args) {
        int N = Integer.parseInt(args[0]);
        String s = N + " is a perfect number since " + N + " = " + 1;
        int sum = 1;
        for(int i = 2; i < N; i++){
            if(N % i == 0){
                s = s + " + " + i;
                sum += i;
            }
        }
        if (sum == N){
            System.out.println(s);
        }else{
            System.out.println(N + " 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]);
        for(int i = 0; i < n; i++){
            for(int j = 0; j < n; j++){
                if(i % 2 == 0){
                    System.out.print("* ");
                }
                else{
                    System.out.print(" *");
                }
            }
            System.out.println("");
        }
    }
}
```

```

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.

// User inputs T - number of families to form (amount of
runs)

int countChildrenPerRun = 1;
boolean isOneOfEach = false; // Tool to break while
char firstChild = ' ';
char child = firstChild;
int totalCount = 0;
int twoChilds = 0, threeChilds = 0, fourOrMoreChilds = 0;
// Counts the families
// Each "for" creates one scenario
for (int t = 0; t < T; t++) {
    // The "while" counts how many children until at least
// one of each gender.
    firstChild = generator.nextDouble() > 0.5 ? 'b' : 'g';
    while (!isOneOfEach) {
        child = generator.nextDouble() > 0.5 ? 'b' : 'g';
        if (child != firstChild) {
            isOneOfEach = true;
        }
        countChildrenPerRun += 1;
    }
    // Count families

```

```

        if (countChildrenPerRun == 2) twoChilids++;
        else if (countChildrenPerRun == 3) threeChilids++;
        else if (countChildrenPerRun > 3) fourOrMoreChilids++;
        totalCount += countChildrenPerRun;
        // Reset before next run
        isOneOfEach = false;
        countChildrenPerRun = 1;
    }

    double average = (double) (totalCount) / T;
    String mostCommon = "";
    if (twoChilids >= threeChilids && twoChilids >=
fourOrMoreChilids) {
        mostCommon = "2";
    } else if (threeChilids >= twoChilids && threeChilids >=
fourOrMoreChilids) {
        mostCommon = "3";
    } else {
        mostCommon = "4 or more";
    }

    System.out.println("Average: " + average +
        " children to get at least one of each
gender.");

    System.out.println("Number of families with 2 children: "
+ twoChilids);
    System.out.println("Number of families with 3 children: "
+ threeChilids);
    System.out.println("Number of families with 4 or more
children: " +
        fourOrMoreChilids);
    System.out.println("The most common number of children is
" +
        mostCommon + ".");}}

```


