```
public class InOrder {
    public static void main (String[] args) {
        int num = (int)(Math.random() * 10);
        int temp = 0; // will storage the old value of num

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

```
public class Perfect {
      public static void main (String[] args) {
            int N = Integer.parseInt(args[0]);
            String isPerfect = N + " is a perfect number since 24 = 1";
            int check = 1; // to validate later if N is indeed perfect. 1
is already a divisor
            for (int i = 2; i < N; i++) {
                  if (N % i == 0) {
                        isPerfect = isPerfect + " + " + i;
                        check += i;
                  }
            }
            if (check == N) {
                  System.out.println(isPerfect);
            } else {
                 System.out.println(N + " is not a perfect number");
            }
      }
}
```

```
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);
            double probabilty = generator.nextDouble();
            double totalChildren = 0.0; // To calculate the avg later
            int twoChildrenFamilies = 0;
            int threeChildrenFamilies = 0;
            int fourAndMoreChildrenFamilies = 0;
            int mostCommonNumberOFChildren = 0;
            boolean isGirl = true;
            boolean comparison = true;
            int childCountForOneFamily = 1;
            for (int i = 0; i < T; i++) {
                  if (probabilty >= 0.5) {
                        isGirl = true;
                  } else {
                        isGirl = false;
                  }
                  comparison = isGirl;
                  while (isGirl == comparison) {
```

```
if (probabilty >= 0.5) {
                              isGirl = true;
                        } else {
                              isGirl = false;
                        }
                        childCountForOneFamily++;
                  }
                  totalChildren += childCountForOneFamily;
                  if (childCountForOneFamily == 2) {
                        twoChildrenFamilies++;
                  } else if (childCountForOneFamily == 3) {
                        threeChildrenFamilies++;
                  } else if (childCountForOneFamily == 4) {
                        fourAndMoreChildrenFamilies++;
                  }
                  childCountForOneFamily = 1; // Must initialized at the
end of each test
           }
           double avgChildrenInAllFamilies = totalChildren / T;
           System.out.println("Average: " + avgChildrenInAllFamilies + "
children to get at least one of each gender.");
```

probabilty = Math.random();

```
System.out.println("Number of families with 2 children: " +
twoChildrenFamilies);
            System.out.println("Number of families with 3 children: " +
threeChildrenFamilies);
            System.out.println("Number of families with 4 or more
children: " + fourAndMoreChildrenFamilies);
            String commonNumber; // Temp variable
            if (twoChildrenFamilies >= threeChildrenFamilies) {
                  if (twoChildrenFamilies >= fourAndMoreChildrenFamilies)
{
                        commonNumber = "2";
                  } else {
                        commonNumber = "4 or more";
                  }
            } else {
                  if (threeChildrenFamilies >=
fourAndMoreChildrenFamilies) {
                        commonNumber = "3";
                  } else {
                        commonNumber = "4 or more";
                  }
            }
            System.out.println("The most common number of children is " +
commonNumber + ". ");
      }
}
```