# **HW2Code**

Name- Yonatan Abramovich ID- 322315722

## 1.Divisors

## 2.Reversing a string

## 3. Lucky streak

```
public class InOrder {
    public static void main (String[] args) {
        int x = (int) (Math.random() * 10);
        int y = (int) (Math.random() * 10);
        System.out.print(x);
        while (y >= x)
        {
            System.out.print(" " + y);
            x = y;
            y = (int) (Math.random() * 10);
        }
    }
}
```

#### **4.Perfect Numbers**

```
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){
                            sum+= i;
                            s+= " + " + j;
                     }
              }
              if(sum == N)
                     System.out.println(s);
              else
                     System.out.println(N + " is not a perfect number");
       }
}
```

#### 5.Damka Board

#### 8.One Of Each Stats(final version)

```
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]);
     Random generator = new Random(seed);
      // Initailizes a random numbers generator with the given seed value
             boolean boy = false;
             boolean girl = false;
             int twoChilds = 0;
             int threeChilds = 0;
             int fourPlusChilds = 0;
             double totalChilds = 0;
             int count = 0;
             double rnd = (double) (generator.nextDouble());
             for (int t = 0; t < T; t++)
             {
                    while (!girl || !boy)
                    {
                           //random number between 0 to 0.5 means a girl
                           //random number between 0.5 to 1 means a boy
                           if (rnd > 0.5)
                           {
                                  boy = true;
                                  count++;
                                  totalChilds++;
                                  rnd = (double) (generator.nextDouble());
                           }
```

```
else
                            {
                                   girl = true;
                                   count++;
                                   totalChilds++;
                                   rnd = (double) (generator.nextDouble());
                           }
                     }
                     if (count == 2)
                            twoChilds++;
                     else if (count == 3)
                            threeChilds++;
                     else if (count > 3)
                           fourPlusChilds++;
                     boy = false;
                     girl = false;
                     count = 0;
              }
              String mode = "";
              if ((fourPlusChilds > threeChilds) && (fourPlusChilds >
twoChilds))
                     mode = "4 or more.";
              else if(threeChilds > twoChilds)
                     mode = "3.";
              else
                     mode = "2.";
              System.out.println("Average: " + (double)(totalChilds / T) + "
children to get at least one of each gender.");
              System.out.println("Number of families with 2 children: " +
twoChilds);
              System.out.println("Number of families with 3 children: " +
threeChilds);
```

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

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

mode);
```