Divisors

Reverse

InOrder

Perfect

DamkaBoard

```
public class DamkaBoard {
    public static void main (String[] args) {
        int a = Integer.parseInt(args[0]);
        String b = "";
        String c = "";

        for (int i = 1 ; i < (a + 1) ; i++) {
            b += "* ";
            c += " *";
        }
        for (int i = 1 ; i < (a + 1) ; i++) {
            if (i % 2 == 0) {
                 System.out.println(c);
            } else {
                 System.out.println(b);
            }
        }
    }
}</pre>
```

OneOfEach

```
public class OneOfEach {
    public static void main (String[] args) {
         boolean isGirl = false;
         boolean isBoy = false;
         double random;
         int sum = 0;
         do {
             random = Math.random();
             if (random < 0.5) {
               isBoy = true;
               sum += 1;
               System.out.print("b");
             }
             else {
                isGirl = true;
                sum += 1;
                System.out.print("g");
             if (! (isGirl && isBoy)) {
               System.out.print(" ");
         } while (! (isGirl && isBoy));
         System.out.println();
         System.out.println("You made it... and you now have " +
                             sum + " children.");
    }
```

OneOfEachStats1

```
public class OneOfEachStats1 {
    public static void main (String[] args) {
         int trials = Integer.parseInt(args[0]);
         boolean isGirl = false;
         boolean isBoy = false;
         double random;
        int sum = 0;
         int sumTotalChild = 0;
        int count2 = 0;
         int count3 = 0;
        int count4 = 0;
        for (int i = 1; i < (trials + 1); i++) {
            sum = 0:
                                     // Reset variables before the inner loop
            isGirl = false:
            isBoy = false;
          do {
                                    // inner loop for a single family
          random = Math.random();
             if (random < 0.5) {
                isBoy = true;
                sum += 1;
             } else {
                isGirl = true;
                sum += 1;
           } while (! (isGirl && isBoy));
          sumTotalChild += sum;
                                           // Adding the current child count to the total sum
          switch (sum) {
                                          // Adding 1 to the relevant family type count
          case 2: count2 += 1;
                   break:
          case 3: count3 += 1;
                   break:
          default: count4 += 1;
        System.out.println("Average: " + ( (double) sumTotalChild / trials) +
                            " children to get at least one of each gender.");
        System.out.println("Number of families with 2 children: " + count2);
        System.out.println("Number of families with 3 children: " + count3);
        System.out.println("Number of families with 4 or more children: " + count4);
        int mostCommon = Math.max(count2, (Math.max(count3, count4)));
        System.out.print("The most common number of children is ");
         if (mostCommon == count2) {
            System.out.print("2.");
         } else if (mostCommon == count3) {
            System.out.print("3.");
         } else {
           System.out.print("4 or more.");
```

} }			

OneOfEachStats

```
public class OneOfEachStats {
    public static void main (String[] args) {
         int trials = Integer.parseInt(args[0]);
         int seed = Integer.parseInt(args[1]);
         Random generator = new Random(seed);
         boolean isGirl = false:
         boolean isBoy = false;
         double random;
        int sum = 0;
         int sumTotalChild = 0;
        int count2 = 0;
        int count3 = 0;
        int count4 = 0;
        for (int i = 1; i < (trials + 1); i++) {
            sum = 0;
                                    // Reset variables before the inner loop
            isGirl = false;
            isBoy = false;
                                    // inner loop for a single family
          do {
          random = generator.nextDouble();
             if (random < 0.5) {
               isBoy = true;
                sum += 1;
             } else {
               isGirl = true;
                sum += 1;
           } while (! (isGirl && isBoy));
          sumTotalChild += sum;
                                          // Adding the current child count to the total sum
          switch (sum) {
                                          // Adding 1 to the relevant family type count
          case 2: count2 += 1;
                   break:
          case 3: count3 += 1;
                   break;
          default: count4 += 1;
          }
        System.out.println("Average: " + ( (double) sumTotalChild / trials) +
                            " children to get at least one of each gender.");
        System.out.println("Number of families with 2 children: " + count2);
        System.out.println("Number of families with 3 children: " + count3);
        System.out.println("Number of families with 4 or more children: " + count4);
        int mostCommon = Math.max(count2, (Math.max(count3, count4)));
        System.out.print("The most common number of children is ");
         if (mostCommon == count2) {
            System.out.print("2.");
         } else if (mostCommon == count3) {
            System.out.print("3.");
```