

## HW2Code

Divisors.java:

```
public class Divisors {  
    public static void main (String[] args) {  
        int number = Integer.parseInt(args[0]);  
        for (int i = 1; i < (number / 2) + 1; i++ ) {  
            if (number % i == 0) {  
                System.out.println(i);  
            }  
        }  
        System.out.println(number);  
    }  
}
```

Reverse.java:

```
public class Reverse {  
    public static void main (String[] args){  
        String word = args[0];  
        for (int i = 0; i < word.length(); i++) {  
            if ((i + 1) == word.length()) {  
                System.out.println(word.charAt(word.length() - 1 - i));  
            }else{  
                System.out.print(word.charAt(word.length() - 1 - i));  
            }  
        }  
        if (word.length() % 2 == 0) {  
            System.out.println("The middle character is " +  
                word.charAt((word.length() / 2) - 1));  
        }else{  
            System.out.println("The middle character is " +  
                word.charAt(word.length() / 2));  
        }  
    }  
}
```

InOrder.java:

```
public class InOrder {  
    public static void main (String[] args) {  
        int number = (int)(Math.random() * 10);  
        int previousNumber = 0;  
        while (previousNumber <= number) {  
            previousNumber = number;  
            System.out.print(number + " ");  
            number = (int)(Math.random() * 10);  
        }  
    }  
}
```

DamkaBoard.java:

```
public class DamkaBoard {
    public static void main(String[] args) {
        int n = Integer.parseInt(args[0]);
        int j = 0;
        int i = 0;
        while ( i < n ) {
            while ( j < n ) {
                j++;
                if (i%2 != 0) {
                    if (j == n) {
                        System.out.println(" *");
                    }else{
                        System.out.print(" *");
                    }
                }else{
                    if (j == n) {
                        System.out.println("* ");
                    }else{
                        System.out.print("* ");
                    }
                }
            }
            i++;
            j = 0;
        }
    }
}
```

Perfect.java:

```
public class Perfect {
    public static void main (String[] args) {
        int number = Integer.parseInt(args[0]);
        int perfectNumber = 0;
        int[] perfectNumberArray = new int[1000000];
        int amountOfPerfect = 0;
        for (int i = 1; i < (number / 2) + 1; i++) {
            if (number % i == 0) {
                perfectNumber = perfectNumber + i;
                perfectNumberArray[amountOfPerfect] = i;
                amountOfPerfect++;
            }
        }
        if (perfectNumber == number) {
            System.out.print(number + " is a perfect number since " + number +
                " = " );
            for (int j = 0; j < amountOfPerfect; j++) {
                if ( j == 0){
                    System.out.print(perfectNumberArray[j]);
                }else{
                    System.out.print(" + " + perfectNumberArray[j]);
                }
            }
        }else{
            System.out.println(number + " is not a perfect number");
        }
    }
}
```

OneOfEachStats.java:

```
import java.util.Random;
```

```
public class OneOfEachStats {
    public static void main (String[] args) {
        int T = Integer.parseInt(args[0]);
        int seed = Integer.parseInt(args[1]);
        Random generator = new Random(seed);
        double totalAmountOfChildren = 0;
        int amountOfFamilies = 0;
        int mostCommonAmountOfChildren = 0;
        int[] familySize = new int[5];
        for (int i = 0; i < T; i++ ) {
            boolean noGirl = true;
            boolean noBoy = true;
            int amountOfChildren = 0;
            while (noBoy || noGirl) {
                double randomNumber = generator.nextDouble();
                amountOfChildren++;
                if (randomNumber >= 0.5) {
                    noGirl = false;
                }else{
                    noBoy = false;
                }
            }
            totalAmountOfChildren = totalAmountOfChildren +
                amountOfChildren;
            if (amountOfChildren > 4) {
                familySize[4] = familySize[4] + 1;
            }else{
                familySize[amountOfChildren] =
                    familySize[amountOfChildren] + 1;
            }
        }

        for (int j = 0; j < familySize.length; j++ ) {
            if (familySize[j] > amountOfFamilies) {
                amountOfFamilies = familySize[j];
                mostCommonAmountOfChildren = j;
            }
        }
    }
}
```

```

    }
}

System.out.println("Average: " + ( totalAmountOfChildren / T ) + " children
    to get at least one of each gender.");
System.out.println("Number of families with 2 children: " + familySize[2]);
System.out.println("Number of families with 3 children: " + familySize[3]);
System.out.println("Number of families with 4 or more children: " +
    familySize[4]);
if (mostCommonAmountOfChildren > 4) {
    System.out.println("The most common number of children is 4 or
        more.");
}else{
    System.out.println("The most common number of children is " +
        mostCommonAmountOfChildren + ".");
}
}
}

```