## Divisors

#### Reverse

```
public class Reverse {
    public static void main (String[] args) {
        String str = args[0];
        String newStr = "";
int n = str.length();

        for(int i=n-1;i>=0;i--) {
        newStr+=str.charAt(i);
        }

        char middle = newStr.charAt(n/2);

        System.out.println(newStr);
        System.out.println("The middle character is "+
middle);
    }
}
```

# InOrder

## Perfect Numbers

```
public class Perfect {
    public static void main (String[] args) {
    int n = Integer.parseInt(args[0]);
        int sum = 1;
        String perfect = n + " is a perfect number since " + n
+ " = 1";
        String notPerfect = n + " is not a perfect number";

        for(int i=2;i<n;i++) {
    if(n%i==0) {
    sum+=i;
        perfect+=" + "+i;
        }
        if(sum==n) System.out.println(perfect);
    else System.out.println(notPerfect);
    }
}</pre>
```

# One of Each

```
public class OneOfEach {
    public static void main (String[] args) {
       boolean boy = false;
boolean girl = false;
numOfChildren = 0;
        while (!(boy&&girl)) {
numOfChildren++;
        int gender = (int) (Math.random() *2);
        if (gender==0) {
            System.out.print("b ");
            boy = true;
else {
            System.out.print("g ");
           girl = true;
        System.out.println();
        System.out.println("You made it... and you now have "
+ numOfChildren + " children.");
```

```
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);
        int allChildren = 0;
        int families2 = 0;
        int families 3 = 0;
        int families 4 = 0;
        String common;
        for(int i=0;i<T;i++){
        String children = "";
        boolean boy = false;
        boolean girl = false;
        while (!(boy&&girl)) {
        int gender = (int)(generator.nextDouble()*2);
        if (gender==0) {
            children+="b";
            boy = true;
        else {
            children+="g";
            girl = true;
        }
        allChildren+=children.length();
        if(children.length()==2){
            families2++;
        else if(children.length()==3){
            families3++:
```

```
} else{
            families4++;
        }}
        double average = (double)(allChildren)/T;
        int max = Math.max(families2, Math.max(families3,
families4)):
        if(max==families2){
            common = "2.";
        } else if(max==families3){
            common = "3.";
        } else{
            common = "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: " + families2);
        System.out.println("Number of families with 3
children: " + families3);
        System.out.println("Number of families with 4 or more
children: " + families4);
        System.out.println("The most common number of children
is "+common);
        //// 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.
```