```
public class DamkaBoard {
public static void main(String[] args) {
//// Put your code here
int n = Integer.parseInt(args[0]);
for(int i=0 ; i< n  ; i++ ){
int c =n;
if(i % 2 == 0){
System.out.print("* ");
for(int k = 0  ; k< c-1 ; k++){
System.out.print("* ");}
}
else{
System.out.print(" *");
for(int k = 0  ; k< c-1 ; k++){
System.out.print(" *");}
}
System.out.println();
}
}
}
public class Divisors {
public static void main (String[] args) {
//// Put your code here
int k =1;
int number = Integer.parseInt(args[0]);
while ( k <= number) {
if ((number % k)==0) {
System.out.println(k);
}
k+=1;
}

}
}
public class InOrder {
public static void main (String[] args) {
int prevNumber = 0;
        int currentNumber = (int) (Math.random() * 10);

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

```
}
}
 */
public class OneOfEach {
   public static void main(String[] args) {
      int Counter = 0;
      boolean Boy = false;
      boolean Girl = false;



      while (!(Boy && Girl)) {
         boolean girl = Math.random() < 0.5;
         Counter+=1;
         if (girl) {
            System.out.print("g ");
            Boy = true;
         } else {
            System.out.print("b ");
            Girl = true;
         }
      }
      System.out.println("\nYou made it... and you now have " + Counter + " children.");
   }
}
import java.util.Random;

/**
 *  Computes some statistics about families in which the parents decide
 *  to have children until they have at least one child of each gender.
 *  The program expects to get two command-line arguments: an int value
 *  that determines how many families to simulate, and an int value
 *  that serves as the seed of the random numbers generated by the program.
 *  Example usage: % java OneOfEachStats 1000 1
 */
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);
      int totalchild = 0;
      int twochildren = 0;
      int treechildren = 0;
      int morechildren = 0;
      String most_common = "";
```

```
for (int i = 0; i < T; i++) {
    int Counter = 0;
    boolean Boy = false;
    boolean Girl = false;

    while (!(Boy && Girl)) {
        boolean girl = generator.nextDouble() < 0.5;
        Counter += 1;
        if (girl) {
            Boy = true;
        } else {
            Girl = true;
        }
    }
    totalchild += Counter;
    if (Counter == 2) {
        twochildren += 1;
    } else if (Counter == 3) {
        treechildren += 1;
    } else {
        morechildren += 1;
    }
}

double average = (double) totalchild / T;
int max = twochildren;
most_common = "2";

if (treechildren > max) {
    max = treechildren;
    most_common = "3";
}

if (morechildren > max) {
    max = morechildren;
    most_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: " + twochildren);
System.out.println("Number of families with 3 children: " + treechildren);
System.out.println("Number of families with 4 or more children: " + morechildren);
System.out.println("The most common number of children is " + most_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.
/**
 *  Computes some statistics about families in which the parents decide
 *  to have children until they have at least one child of each gender.
 *  The program expects to get one command-line argument: an int value
 * that determines how many families to simulate.
 */
public class OneOfEachStats1 {
public static void main (String[] args) {
int T =Integer.parseInt(args[0]);
String most_common = "";
double average = 0.0;
int totalchild = 0;
int twochildren = 0;
int treechildren = 0;
int morechildren = 0 ;
for(int i=0;i<=T-1;i++){
int Counter = 0;
        boolean Boy = false;
        boolean Girl = false;
        while (!(Boy && Girl)) {
            boolean girl = Math.random() < 0.5;
            Counter+=1;
            if (girl) {
                Boy = true;
            }
else {
                Girl = true;
            }
}
totalchild+=Counter;
if (Counter==2){
twochildren+=1;
```

```
}
else if (Counter==3) {
treechildren+=1;
}
else{
morechildren+=1;
}
}
average = (double)totalchild/T;
int max = twochildren;
most_common="2";
if (treechildren > max) {
max = treechildren;
most_common = "3";
}
if (morechildren > max) {
max = morechildren;
most_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: " + twochildren);
        System.out.println("Number of families with 3 children: " + treechildren);
        System.out.println("Number of families with 4 or more children: " + morechildren);
System.out.println("The most common number of children is " + most_common + ".");

}
}
```