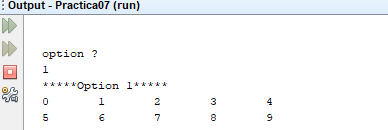
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| --- | --- | --- | --- |
| **monlau-pequeño** | | **M3 - Programació** | |
| **UF1** | **26/10/19** |
| ***Edgar Rosa Rey*** | | | |
| **Práctica Nº: 07** | ***WHILE - SWITCH*** | | |

Opción 1- (Números de 0 a 9):Realizar un programa que escriba en pantalla los números de 0 a 9:

0 1 2 3 4

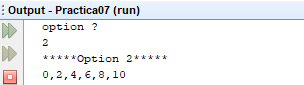
5 6 7 8 9

|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class **MainClass** {  //Global declarations:  static Scanner *keyboard* = new Scanner(System.*in*);  public static void ***main***(String[] args) throws InterruptedException {  int option = -1;  *keyboard*.useDelimiter("**\n**");  while (option != 0) {  *userMenu*();  option = *keyboard*.nextInt();  switch (option) {//init of switch  case 1:  *p1*();  break;  case 2:  *p2*();  break;  case 3:  *p3*();  break;  case 4:  *p4*();  break;  case 5:  *p5*();  break;  case 6:  *p6*();  break;  case 7:  *p7*();  break;  case 8:  *p8*();  break;  case 9:  *p9*();  break;  case 0:  *p0*();  break;  default:  System.*out*.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void ***userMenu***() {  System.*out*.print("**\n**");  System.*out*.println("Option1:(Numeros de 0 a 9):");  System.*out*.println("Option2:");  System.*out*.println("Option3:");  System.*out*.println("Option4:");  System.*out*.println("Option5:");  System.*out*.println("Option6:");  System.*out*.println("Option7:");  System.*out*.println("Option8:");  System.*out*.println("Option9:");  System.*out*.println("Option0: (exit):");  System.*out*.println("**\n\n**option ?");  }  private static void ***p1***() throws InterruptedException {  System.*out*.println("\*\*\*\*\*Option 1\*\*\*\*\*");  int count = 0; //init value  while (count < 10) {//condition  if (count == 5) {  System.*out*.println("");  }  System.*out*.print(count + "**\t**");  count++;  Thread.*sleep*(500);  }  }  private static void ***p2***() throws InterruptedException {  System.*out*.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void ***p3***() throws InterruptedException {  System.*out*.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void ***p4***() {  System.*out*.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void ***p5***() {  System.*out*.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void ***p6***() {  System.*out*.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void ***p7***() {  System.*out*.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void ***p8***() {  System.*out*.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void ***p9***() {  System.*out*.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void ***p0***() {  System.*out*.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |



Opción 2-(Números pares de 0 a 10):Realizar un programa que escriba en pantalla los números pares de 0 a 10: 0, 2, 4, 6, 8, 10

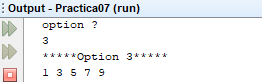
|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  int count = 0;  while (count < 10) {  if (count % 2 == 0) {  System.out.print(count + ",");  Thread.sleep(1000);  }  count++;  }  while (count <= 10) {  if (count % 2 == 0) {  System.out.print(count + " ");  Thread.sleep(1000);  }  count++;  }  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |



Opción 3-(Números impares de 0 a 10):Realizar un programa que escriba en pantalla los números impares entre 0 a 10:

1, 3, 5, 7, 9

|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  int count = 0;  while (count <=10) {  if (count % 2 != 0) {  System.out.print(count + " ");  Thread.sleep(1000);  }  count++;  }    }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |



Opción 4-(Números de 0 a N):Realizar un programa que pida un número (N) y escriba en pantalla los números entre 0 y N ((ambos incluidos)

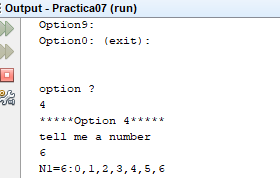
por ejemplo

N=6 : 0, 1, 2, 3, 4, 5, 6

Averigua a partir de qué número de N el programa no funciona correctamente.

Explica porqué y cuál sería la solución.

|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");    }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  int a, b = 0;  System.out.println("tell me a number");  a = keyboard.nextInt();  System.out.print("N1=" + a + ":");  while (b < a) {  System.out.print(b + ",");  b++;  }  while(b <= a) {  System.out.print(b + " ");  b++;  }    }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |



As of 1041 because the enumeration does not fit on a single line, the solution is to put a space and use more lines to fit more numbers.

Opción 5-(Números de N1 a N2): Realizar un programa que pida dos números (N1 y N2) y escriba en pantalla los números entre N1 y N2 (ambos incluidos).

Nota: los números N1 y N2 deben ser entre 1 y 20

por ejemplo:

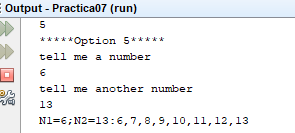
N1=6 ; N2= 13: 6, 7, 8, 9, 10, 11, 12, 13

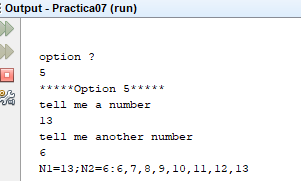
N1=13 ; N2= 6 : 6, 7, 8, 9, 10, 11, 12, 13

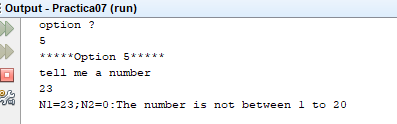
N1=23 : el número no está entre 1 a 20

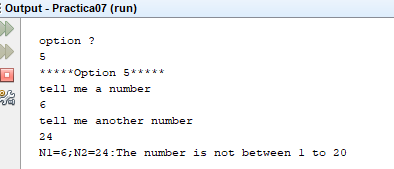
N1=6 ; N2= 24 : el número no está entre 1 a 20

|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  int count, f, s = 0;  System.out.println("tell me a number");  f = keyboard.nextInt();  if (f <= 20 && f >= 1) {  System.out.println("tell me another number");  s = keyboard.nextInt();  }  System.out.print("N1=" + f + ";" + "N2=" + s + ":");  if (s <= 20 && s >= 1) {  if (f < s) {  count = f;  while (count < s) {  System.out.print(count + ",");  count++;  }  count = s;  while (count <= s) {  System.out.print(count + " ");  count++;  }  }  if (f > s) {  count = s;  while (count < f) {  System.out.print(count + ",");  count++;  }  count = f;  while (count <= f) {  System.out.print(count + " ");  count++;  }  }  } else {  System.out.println("The number is not between 1 to 20");  }  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |









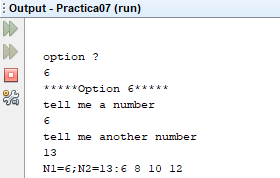
Opción 6-(Números pares de N1 a N2): Realizar un programa que pida dos números (N1 y N2) y escriba en pantalla los números pares entre N1 y N2 (ambos incluidos).

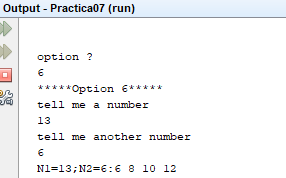
por ejemplo

N1=6 ; N2=13: 6, 8, 10, 12

N1=13 ; N2=6: 6, 8, 10, 12

|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  int count, f, s = 0;  System.out.println("tell me a number");  f = keyboard.nextInt();  System.out.println("tell me another number");  s = keyboard.nextInt();  System.out.print("N1=" + f + ";" + "N2=" + s + ":");  if (f < s) {  count=f;  while (count <= s) {  if (count % 2 == 0) {  System.out.print(count + " ");  }  count++;  }  }  if (f > s) {  count=s;  while (count <= f) {  if (count % 2 == 0) {  System.out.print(count + " ");  }  count++;  }  }      }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |





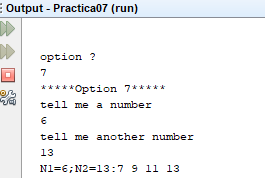
Opción 7-(Números impares de N1 a N2): Realizar un programa que pida dos números (N1 y N2) y escriba en pantalla los números impares entre N1 y N2 (ambos incluidos):

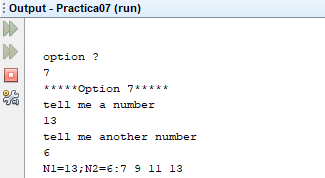
por ejemplo

N1=6 ; N2=13 : 7, 9, 11, 13

N1=13 ; N2=6 : 7, 9, 11, 13

|  |
| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  int count, f, s = 0;  System.out.println("tell me a number");  f = keyboard.nextInt();  System.out.println("tell me another number");  s = keyboard.nextInt();  System.out.print("N1=" + f + ";" + "N2=" + s + ":");  if (f < s) {  count = f;  while (count <= s) {  if (count % 2 != 0) {  System.out.print(count + " ");  }  count++;  }  }  if (f > s) {  count = s;  while (count <= f) {  if (count % 2 != 0) {  System.out.print(count + " ");  }  count++;  }  }  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |

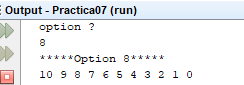




Opción 8- (Números de 10 a 0):Realizar un programa que escriba en pantalla los números de 10 a 0 de la siguiente forma:

10 9 8 7 6 5 4 3 2 1 0

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| --- |
| //Author:Edgar  //WHILE  package PK\_EDGAR;  import java.util.Scanner;  public class MainClass {  //Global declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) throws InterruptedException {  int option = -1;  keyboard.useDelimiter("\n");  while (option != 0) {  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Option No ....");  }//end of switch  //System.out.println("press any key to continue");  //String key=keyboard.next();  }  }  private static void userMenu() {  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n\noption ?");  }  private static void p1() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() throws InterruptedException {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  int count;  count=10;  while (count >= 0) {  System.out.print(count + " ");  count--;  Thread.sleep(500);  }  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  System.out.println("\*\*\*\*\*Option 0\*\*\*\*\*");  }  } |



Opción 9-(Múltiples de un número): Pedir un número N y visualizar el producto de este número por los números de 0 a 9 y de 9 a 0.

Numero=5;

0, 5, 10, 15, 20, 25, 30, 35, 40, 45

45, 40, 35, 30, 25, 20, 15, 10, 5, 0

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