

In this optional practice you have to create some Java programs. You have to upload only the .java files in a .zip file

Remember the rules of creating a good code (unit 9 in block 1)

1. Create a function called `isAlphabetic` that returns if a char given as a parameter is an alphabetic character or not (between 'A' and 'Z' or between 'a' and 'z')

It must be used like this:

```
if(isAlphabetic('a'))  
    System.println("It is an alphabetic character");
```

Note: Don't worry about ñ or accent marks

2. Create a function called `isAlphabetic` that returns if a String given as a parameter is alphabetic. A String is alphabetic if every of the character that is composed is alphabetic. You can use the previous function to help it.
3. Create a program that asks to the user 10 numbers and it stores them in an array. Then it has to count how many even numbers there are and create a new array for these numbers, and it has to count how many odd numbers there are and create a new array for these numbers. After that the program has to store the even numbers in the array of even numbers and the odd numbers in the array of odd numbers.
4. Create a function called `writeReverse` that shows a text received as a parameter but reversed. Create an iterative version and a recursive version.

For example: `writeReverse("Hello!");` → `"!olleH"`.

5. Create a function called `raise(num,n)` that raises to a nth power the number num. Create an iterative version and a recursive version.

For example: `raise(2,3)` → 8

6. Create a function called `suitableString` that receives a String as a parameter and it has to return a new String that is like the String passed as parameter but in lower case except the first character that must be in upper case and every other character after a point has to be in upper case as well.

For example: `suitableString("HELLO. today is The day")` → `Hello. Today is the day.`

7. Create a function called `writeName` that shows a text received as a parameter with these characteristics:
 - Every character must be in lower case.
 - The first character and every character after a non-alphabetic character must be in upper case.
 - The non alphabetic characters must be deleted.

For example: `writeName("hello.how.are.you")` → `"HelloHowAreYou"`