SCALA BASICS 2

Task 1

Create a Scala application to find the GCD of two numbers

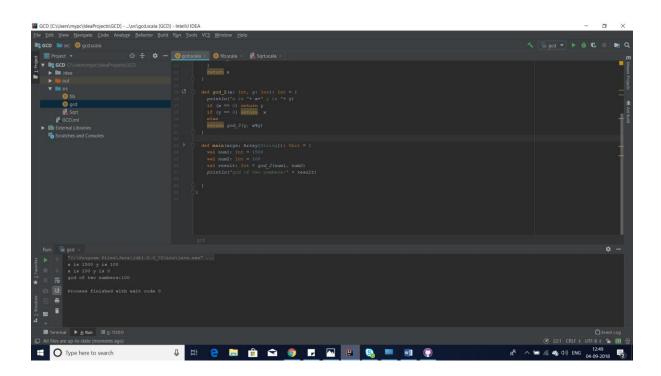
Solution: We can compute the gcd in the following ways:

```
Object gcd {
def gcd_1(a: Int, b:Int): Int ={
var x : Int =a
var y :Int =b
if(x>0) x else x=-x
if(y>0)y else y=-y
while(x!=y){
if(x>y) x=x-y
else y=y-x
}
Return x
}
//Another way is:
def gcd_2(x:Int, b:int){
if(x==0) return y
if(y==0) return x
else return gcd_2(y, x%y)
}
Def main(args:Array[String]):unit{
val num1 :Int =1500
val num2 :Int= 100
val result :Int =gcd_2(num1,num2)
println("GCD of two numbers is :"+ result)
```

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}

}



Task 2

Fibonacci series (starting from 1) written in order without any spaces in between, thus producing a sequence of digits.

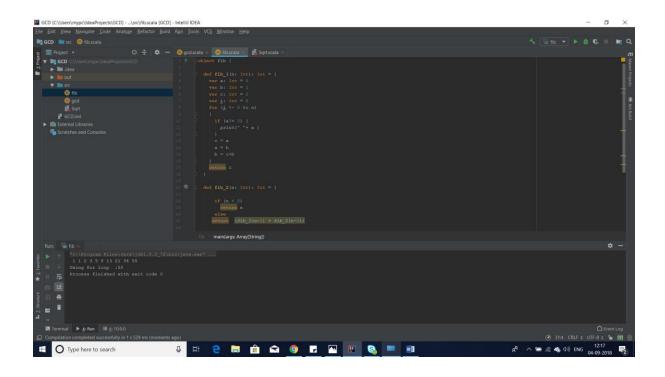
Write a Scala application to find the Nth digit in the sequence.

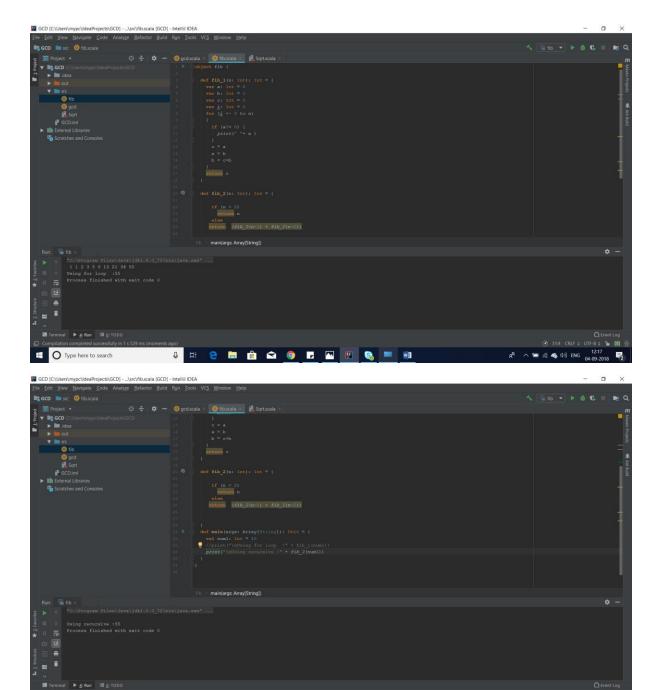
- ➤ Write the function using standard for loop
- ➤ Write the function using recursion

```
object fib {
def fib_1(n:Int): Int ={
var a : Int = 0
var b :Int =1
var sum :Int =0
var i :Int =0
for(i \leftarrow 0 to n)
if(a!=0){
print(" "+a)
}
Sum =a+b
a=b
b=sum
}
Return sum
def main(args:Array[String]):Int ={
val num1:Int =10
val result :Int = fib_1(num1)
println("Using for loop:"+ fib_1(num1))
}
}
```

```
//Using Recursive Function
def fib_2(n:Int): Int={
    if(n<2) return n
    else
    return (fib_2(n-1) + fib_2(n-2))
}

Def main(args:Array[String]):Unit ={
    Val num_1 : Int =10
    Println(" Fibonacci numbers using recursive :" + fib_2(num_1))
}
</pre>
```





Task 3

Find square root of number using Babylonian method.

1. Start with an arbitrary positive start value x (the closer to the root, the better).

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- 2.Initialize y = 1.
- 3. Do following until desired approximation is achieved.
- a) Get the next approximation for root using average of x and y

```
b) Set y = n/x
```

Solution:

In below code, we have created a new method squareRoot and in this method, we have used WHILE loop and used three Float variables y,x and e with their values as 1, n and 0.001 respectively. Here we have used Babylonian method to find out Square Root. Variable e is used for the accuracy level. Lesser the value of e, more is the accuracy.

```
object sqrt {
def my_sqrt(n : Int) :Int ={
var x :Int =n
var y : Int =1
var e:Float =0.001F
while(x-y>e)
Println(x, y)
x = (x+y)/2
y=n/x
}
return x
}
def main(args :Array[String]):Unit ={
val num_1 = 120
println("square root of num_1 is:"+ my_sqrt(num_1))
}
}
```

