488. Happy Number

* [Description](http://lintcode.com/en/problem/happy-number/" \l "description)
* [Notes](http://lintcode.com/en/problem/happy-number/#note)
* [Testcase](http://lintcode.com/en/problem/happy-number/#testcase)
* [Judge](http://lintcode.com/en/problem/happy-number/#judge)

Accepted

Total Runtime: 4989 ms

100% test cases passed.

Share your acceptance to your friends!

<http://lintcode.com/en/problem/happy-number/#>

/\*

\* To change this license header, choose License Headers in Project Properties.

\* To change this template file, choose Tools | Templates

\* and open the template in the editor.

\*/

package javaapplication1;

import java.util.\*;

public class JavaApplication1 {

public static boolean isHappy(int n) {

// write your code here

int primer = n;

HashSet<Integer> hash = new HashSet();

do

{

if (hash.contains(primer) && primer != 1)

{

return false;

}

hash.add(primer);

int copia = primer;

int sum = 0;

while (copia > 0)

{

int dig = copia % 10;

sum += dig \* dig;

copia /= 10;

}

primer = sum;

if (primer == 1) return true;

} while (primer != n);

//if (primer == 1) return true;

return false;

}

public static void main(String[] args) {

// TODO code application logic here

System.out.println(isHappy(19));

}

}