

C:\Users\Rich\Documents\NetBeansProjects\Lab07\src\LuckyNumberClient.java

```

1  /**
2  *
3  * @author Richelin Metellus
4  */
5  public class LuckyNumberClient {
6      public static void main(String[] args) {
7
8          LuckyNumberList aList = new LuckyNumberList(); // this call the LinkedPositionalList that will return a position
9              // for each of the object added below.
10
11          aList.addLuckyNumber(new LuckyNumber("Sam")); // addLuckyNumber take ann opeject
12          aList.addLuckyNumber(new LuckyNumber("Ken"));
13          aList.addLuckyNumber(new LuckyNumber("Laura"));
14          aList.addLuckyNumber(new LuckyNumber("Davis"));
15          aList.addLuckyNumber(new LuckyNumber("Samantha"));
16          aList.addLuckyNumber(new LuckyNumber("Jordan"));
17          aList.addLuckyNumber(new LuckyNumber("Sania"));
18          aList.addLuckyNumber(new LuckyNumber("Kenny"));
19          aList.addLuckyNumber(new LuckyNumber("Kara"));
20          aList.addLuckyNumber(new LuckyNumber("Widner"));
21          aList.addLuckyNumber(new LuckyNumber("Emmanuel"));
22          aList.addLuckyNumber(new LuckyNumber("Maria"));
23
24          Iterator<Position<LuckyNumber>> defaultListIterator = aList.positions().iterator();
25          Iterator<Position<LuckyNumber>> evenListIterator = aList.EvenPositions().iterator();
26
27
28          System.out.println("Lucky Number List Contents (printed with default Iterator)");
29          while(defaultListIterator.hasNext() )
30          {
31              Position<LuckyNumber> currentPosition = defaultListIterator.next();
32              String message = null, evenMessage = null;
33              if(aList.isPrime(currentPosition.getElement().getLuckyNumber()) == true)
34                  message = "Prime";
35              else
36                  message = "Not Prime";
37
38              if(aList.isEven(currentPosition.getElement().getLuckyNumber()) == true)
39                  evenMessage = "Even";
40              else
41                  evenMessage = "Odd";
42
43              System.out.printf("%-10s\t %-10d\t ", currentPosition.getElement().getName(),currentPosition.getElement().getLuckyNumber());
44              System.out.printf("%-10s\t %-3s\n", message, evenMessage);
45          }
46
47          /***** PrimeIterator *****/
48
49          Iterator<Position<LuckyNumber>> primeListIterator = aList.primePositions().iterator();
50          System.out.println("\n\nLucky Number List Contents (printed with prime Iterator)");
51          while(primeListIterator.hasNext() )
52          {
53              Position<LuckyNumber> currentPosition = primeListIterator.next();
54              String message;
55              if(aList.isPrime(currentPosition.getElement().getLuckyNumber()) == true)
56                  message = "Prime";
57              else
58                  message = "Not Prime";
59
60              System.out.printf("%-10s\t %-10d\t ", currentPosition.getElement().getName(),currentPosition.getElement().getLuckyNumber());
61              System.out.printf("%-10s\t \n", message);
62          }
63          /***** Even Iterator *****/

```

```
64 System.out.println("\n\nLucky Number List Contents (printed with even Iterator)");
65 while(evenListIterator.hasNext() )
66 {
67     Position<LuckyNumber> currentPosition = evenListIterator.next();
68     String message = null, evenMessage = null;
69     if(aList.isPrime(currentPosition.getElement().getLuckyNumber()) == true)
70         message = "Prime";
71     else
72         message = "Not Prime";
73     if(aList.isEven(currentPosition.getElement().getLuckyNumber()) == true)
74         evenMessage = "Even";
75     else
76         evenMessage = "Odd";
77
78     System.out.printf("%-10s\t %10d \t ", currentPosition.getElement().getName(),currentPosition.getElement().getLuckyNumber());
79     System.out.printf("%-3s \t %-10s\n",evenMessage, message);
80 }
81 }
82
83 }
84
```