

## Task 1

Create a Scala application to find the GCD of two numbers

```
scala> def gcd(num1: Int, num2: Int): Int = {  
  |   if(num2 == 0) num1 else gcd(num2, num1%num2)  
  | }  
gcd: (num1: Int, num2: Int)Int  
  
scala> print(gcd(25,15))  
5  
scala> █
```

## 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

```
scala> def fibUsingLoop(n: Int): Int = {  
  |  
  |   var first = 0  
  |   var second = 1  
  |   var count = 0  
  |  
  |   while(count < n){  
  |     val sum = first + second  
  |     first = second  
  |     second = sum  
  |     count = count + 1  
  |   }  
  |  
  |   return first  
  | }  
fibUsingLoop: (n: Int)Int  
  
scala> fib  
fib2  fibUsingLoop  
  
scala> fibUsingLoop(5)  
res14: Int = 5  
  
scala> fibUsingLoop(4)  
res15: Int = 3  
  
scala> fibUsingLoop(6)  
res16: Int = 8
```

```
scala> def fibUsingRecursive(n: Int): Int = {
  |   def fib_tail(n: Int, a: Int, b: Int): Int = n match {
  |     case 0 => a
  |     case _ => fib_tail(n - 1, b, a + b)
  |   }
  |   return fib_tail(n, 0, 1)
  | }
fibUsingRecursive: (n: Int)Int
scala> print(fibUsingRecursive(5))
8
scala> █
```

### 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).
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  $y = n/x$

```
scala> def squareRoot(n: Float): Float = {
  |   var x: Float = n
  |   var y: Float = 1
  |   val e: Double = 0.000001
  |   while (x - y > e) {
  |     x = (x + y) / 2
  |     y = n / x
  |   }
  |   return x
  | }
squareRoot: (n: Float)Float
```

```
scala> squareRoot(49)
res1: Float = 7.0
```

```
scala> squareRoot(50)
res2: Float = 7.071068
```

