Write a static method named `insertMiddle` that accepts two arrays of integers `a` and `b` as parameters and returns a new array containing elements from the first half of `a` followed by all the elements of `b` followed by elements from the second half of `a`. For example, consider the following two arrays:

```java
int[] a = {2, 4, 6, 8, 10};
int[] b = {1, 1, 1};
```

The call `insertMiddle(a, b);` should return the following array:

```java
{2, 4, 1, 1, 6, 8, 10}
```

Notice that if `a` has an odd length, its shorter half goes first.

You may not construct any extra data structures or String objects to solve this problem. You may not modify the arrays that are passed in.

```java
public static int[] insertMiddle(int[] a, int[] b) {
    int[] result = new int[a.length + b.length];
    for (int i = 0; i < a.length / 2; i++) {
        result[i] = a[i];
    }
    for (int i = 0; i < b.length; b++) {
        result[a.length / 2 + i] = b[i];
    }
    for (int i = a.length / 2; i < a.length; i++) {
        result[b.length + i] = a[i];
    }
    return result;
}
```
Write a method `flip` that takes a `Random` object as a parameter and that prints information about a coin-flipping simulation.

Your method should use the `Random` object to produce a sequence of simulated coin flips, printing whether each flip comes up "heads" or "tails". Each outcome should be equally likely. Your method should stop flipping when you see three heads in a row. It should return the total number of flips.

For example, if we construct a Random object and make the following calls:

```java
Random r = new Random();
flip(r);
flip(r);
```

We expect to get a log of execution like this:

```
heads
tails
heads
heads
heads
3 heads in a row after 5 flips
heads
heads
tails
heads
tails
tails
heads
heads
3 heads in a row after 9 flips
```

You must exactly reproduce the format of the log above.

```java
public static int flip(Random r) {
    int headsInRow = 0;
    int count = 0;
    while (headsInRow < 3) {
        int next = r.nextInt(2); // 0 or 1
        if (next == 0) // heads
            headsInRow++;
        else // tails
            headsInRow = 0;
        S.o.pn("heads");
    } // 3 else
    S.o.pn("3 heads in a row after "+ count + " flips");
    return count;
}
```
Write a static method named longestName that reads names typed by the user and prints the longest name (the name that contains the most characters) in the format shown below. Your method should accept a console Scanner and an integer n as parameters and should then prompt for n names.

The longest name should be printed with its first letter capitalized and all subsequent letters in lowercase, regardless of the capitalization the user used when typing in the name.

If there is a tie for longest between two or more names, use the tied name that was typed earliest. Also print a message saying that there was a tie, as in the right log below. It's possible that some shorter names will tie in length, such as DANE and Erik in the left log below; but don't print a message unless the tie is between the longest names.

You may assume that n is at least 1, that each name is at least 1 character long, and that the user will type single-word names consisting of only letters. Two sample calls and their output are shown below.

```java
Scanner console = new Scanner(System.in);
longestName(console, 5);

name #1? roy
name #2? DANE
name #3? Erik
name #4? sTeFaNiE
name #5? LaurA
Stefanie's name is longest
```

```java
Scanner console = new Scanner(System.in);
longestName(console, 7);

name #1? TrEnt
name #2? rita
name #3? JORDAN
name #4? craig
name #5? leslie
name #6? YUKI
name #7? TaNnEr
Jordan's name is longest
(There was a tie!)
```

```java
public static void longestName(Scanner s, int n)
{
    String longest = "";
    boolean tie = false;
    for (int i = 1; i <= n; i++)
    {
        String name = s.next();
        if (name.length() > longest.length())
        {
            longest = name;
            tie = false;
        }
        else if (name.length() == longest.length())
        {
            tie = true;
            if (tie) {
                System.out.println("(There was a tie!)" );
            }
        }
    }
    System.out.println(longest.toUpperCase() + "'s name was longest");
}
```
Write a static method called `hashTag` that takes a `String` as a parameter and returns the String converted to a hashtag. A hashtag is a `String` made up of a pound sign (#) followed by a phrase, where each word is capitalized (with the first letter uppercase, and the other letters lowercase). Words in the original string are separated by one or more spaces. For example, the call `hashTag("I love computer science")` would return "#ILoveComputerScience"

Below are more sample calls:

<table>
<thead>
<tr>
<th>Method Calls</th>
<th>Value Returned</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>hashTag(&quot;I love computer science&quot;)</code></td>
<td>&quot;#ILoveComputerScience&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot;to be or not to be&quot;)</code></td>
<td>&quot;#ToBeOrNotToBe&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot;saY YES&quot;)</code></td>
<td>&quot;#SayYes&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot; edGar allan pOE &quot;)</code></td>
<td>&quot;#EdgarAllanPoe&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot; sPooOOooOoOky&quot;)</code></td>
<td>&quot;#Spooooooooky&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot; fuNNY #@*^!&amp; syMbols &quot;)</code></td>
<td>&quot;#Funny#@*^!&amp;Symbols&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot;x&quot;)</code></td>
<td>&quot;#X&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot; &quot;)</code></td>
<td>&quot;#&quot;</td>
</tr>
<tr>
<td><code>hashTag(&quot;&quot;&quot;)</code></td>
<td>&quot;#&quot;</td>
</tr>
</tbody>
</table>

Notice that words can contain other punctuation. Any non-empty sequence of non-space characters can be a word. Also notice that there may be spaces at the beginning or end of the String. You may not construct any Scanners or tokenizers to solve this problem. You may assume that the String has no other whitespace characters such as tabs or newline characters.

In addition to the `String` methods on your cheat sheet, you may use the methods `Character.toUpperCase()` and `Character.toLowerCase()`, which take a char as a parameter and returns the char in uppercase and lowercase, respectively. For example, `Character.toUpperCase('a')` returns 'A'. If the character is already in uppercase or is not a letter, it returns the character unchanged (e.g., `Character.toUpperCase('A')` returns 'A' and `Character.toUpperCase('@')` returns '@').

```java
public static String hashTag(String s) {
    String result = "";
    boolean firstLetter = true;
    for (int i = 0; i < s.length(); i++) {
        if (s.charAt(i) == ' ') {
            if (firstLetter) {
                result += s.toUpperCase().charAt(i);
                firstLetter = false;
            } else {
                result += s.toLowerCase().charAt(i);
            }
        } else {
            if (firstLetter) {
                result += s.toUpperCase().charAt(i);
                firstLetter = false;
            } else {
                result += s.toLowerCase().charAt(i);
            }
        }
    }
    return "#" + result;
}
```