Exercise 1a. Write a program that has the following methods:

- Define a method named `evens` that prints out all the even integers less than or equal to an integer that is given as input.
- Define a method named `odds` that prints out all the odd integers less than or equal to an integer that is given as input.
- In the main method:
  - Ask the user for a positive integer.
  - Store it in x.
  - Call the method `evens` to print out all the evens before the number
  - Call the method `odds` to print out all the odds before the number
  - Repeat this until the user enters zero or a negative number

Exercise 1b. Modify the program in exercise 1a as follows:

- Modify the `evens` method so that it returns the sum of the numbers it lists.
- Modify the `odds` method so that it returns the sum of the numbers it lists.
- In the main method, after you call a method print its return value.

Exercise 1c. Modify the program in exercise 2 as follows:

- Add another method named `evensC` that returns a string that is the concatenation of all the numbers listed in the method.
- Add another method named `oddsC` that returns a string that is the concatenation of all the numbers listed in the method.
- In the main method, after you call a method print its return value.

Exercise 2. Modify the program so that the methods return both the sums and the concatenation of the numbers listed.
Exercise 3a. Write a program that has the following methods:

- Define a method named `extract` that takes a string, and two integers `a, b` as input and returns the substring starting at position `a` and ending at position `b`.
- In the main method:
  - Ask the user for a string, and two integers.
  - Store them in `str, x, and y` respectively.
  - Call the method `extract` to get the substring and store the return in `sub1`.
  - Call the method `substring` of the String Class with `str, x, and y` and store the return in `sub2`.
  - Compare the returns.
  - Print the result on the screen.

Exercise 3b. Add the following to the program in exercise 3a:

- Define a method named `writeOut` that takes a string as input and prints it on the screen.
- In the main method:
  - Use the method `writeOut` to print the two substrings on the screen.

Exercise 4. Write a program that has the following methods:

- Define a method named `digitSum` that takes a positive integer as input and returns the sum of its digits.
- In the main method:
  - Ask the user for an integer.
  - Store it in `x`.
  - Call the method `digitSum` to find the sum of its digits.
  - Print the return on the screen.
  - Repeat until a zero or a negative number is input.