

OctopusProblem.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class OctopusProblem {
6
7     public static void main(String[] args) {
8         Scanner keyboard = new Scanner(System.in);
9
10        System.out.println("I'm an octopus, so I like the number 8.\nEnter a positive value and
I'll count up by 8's! Blub blub");
11        int numberInput = keyboard.nextInt();
12
13        if(numberInput < 0)
14        {
15            System.out.println("That's not valid!");
16            System.exit(0);
17        }
18
19        for(int i=0;i<numberInput;i+=8)
20        {
21            System.out.println(i);
22        }
23        /*
24        for(int i=0;i<numberInput;i++)
25        {
26            if(i%8 == 0)
27            {
28                System.out.println(i);
29            }
30        }*/
31    }
32
33 }
34
```