Starting

Before we thought out strategies we thought an easy way to figure out if it is a multiple of 2. We found that as long as the number was even that it would be a multiple of 2.

Strategy 1

Circumstance: All numbers that the computer gives are even.

Our first strategy was to, as our number, make a 9. Then I put that 9 in front, the biggest number next and the smallest last.

Example: The computer gave 6 and 0, I made a 9. I put the 9 at the front, then the 6, then the 0. Making 960.

Strategy 2

Circumstance: All numbers that the computer gives are odd.

Our strategy was to make an 8 and put that at the end, put the biggest number the computer gave at the beginning, then put the last number that the computer gave in the middle.

Example: The computer gave 9 and 3, I made an 8. I put the 9 in front, then I put the 3 in the middle. Making 938.

Strategy 3

Circumstance: 1 Odd and 1 Even.

Our strategy was to make a 9, put that 9 in the front, put the odd number that the computer gave in the middle, and put the even number that the computer gave at the end.

Example: The computer gave 9 and 6, I made a 9, put it at the front. I put the other 9 in the middle and put the 6 at the end. Making 996.

Conclusion

The numbers that the computer generates are the numbers that should go after a nine in the hundredths' place. This applies unless the numbers the computer generates are nine. You want to have as many nines as possible in your entered number. That may only be one nine (it usually is).

Example: the computer generates the following numbers: 0 & 0

900 would be the largest possible number.