HomeWork 1

AddTwo

```
class AddTwo {
public static void main(String args[])
{
     //turning a and b to int from string
     int a = Integer.parseInt(args[0]);
     int b = Integer.parseInt(args[1]);
     //printing the sum
     System.out.println(a + " + " + b + " = " + (a + b));
}
}
```

Coins

```
class Coins {
public static void main(String args[]) {
        // a is the given string argument, we will convert it to int
        int a = Integer.parseInt(args[0]);
        //The numbers after the dot represents the cents
        int cents = a % 25;
        //The numbers before the dot represents the quarters
        int quarters = a / 25;
        System.out.println("Use " + quarters + " quarters and " + cents + "
cents");
}
}
```

LinearEq

```
class LinearEq {
public static void main(String args[]) {
// Declaring the 3 arguments which the program gets and converting them to double
        double a = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);
        // x will be the result that we are looking to print
        double x = (c - b) / a;
        System.out.println(a + " * x" + " + " + b + " = " + c);
        System.out.println("x = " + x);
}
}
```

Triangle

```
class Triangle {
public static void main(String args[]) {
//Declaring the arguments which the program gets and converting them to integers
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);
        //We need all 3 mathematical claims to be true to get a possible triangle
        if (a + b > c & b + c > a & a + c > b) {
                System.out.println(a + "," + b + "," + c + ": true");
        }  else {
                System.out.println(a + "," + b + "," + c + ": false");
        }

        }
}
```

Gen3

```
public class Gen3 {
public static void main(String[] args) {
//turning a and b into int from string – this is the range given by the user
        int minRange = Integer.parseInt(args[0]);
        int maxRange = Integer.parseInt(args[1]);
        //generating the numbers in the given range

        double rand1 = Math.random()*(maxRange-minRange+1)+minRange;
        double rand2 = Math.random()*(maxRange-minRange+1)+minRange;
        double rand3 = Math.random()*(maxRange-minRange+1)+minRange;

        //printing each number as an integer
        System.out.println((int)rand1);
        System.out.println((int)rand2);
        System.out.println((int)rand3);

        //comparing between the first number and the second one to get the min
        int min1 = ((int)Math.min(rand1, rand2));
        //Getting the minimum value that was generated (as an integer)
        int min2 = ((int)Math.min(min1, rand3));

        //Printing the minimal generated number
        System.out.println("The minimal generated number was " + min2);

                }
}
```