**Computer Science -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)+minRange;

double rand2 = Math.random()\*(maxRange-minRange)+minRange;

double rand3 = Math.random()\*(maxRange-minRange)+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 value

int min1 = ((int)Math.min(rand1, rand2));

//Getting the minimum value that was generated (as an integer) by //finding the minimum between the last result and the third number

int min2 = ((int)Math.min(min1, rand3));

//Printing the minimal generated number

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

}

}