

## HW01CodeLaurenCohen

### AddTwo

```
public class AddTwo {  
    public static void main (String[] args) {  
  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
  
        System.out.println(a + " + " + b + " = " + (a + b));  
  
    }  
}
```

## Coins

```
public class Coins {  
    public static void main (String[] args) {  
  
        int a= Integer.parseInt(args[0]);  
        int b= a/25;  
        int c= a-(b*25);  
  
        System.out.println("Use " +b + " quarters " + "and " +c + " cents  
");  
  
    }  
}
```

## LinearEq

```
public class LinearEq {  
    public static void main (String[] args) {  
  
        double a = Double.parseDouble(args[0]);  
        double b = Double.parseDouble(args[1]);  
        double c = Double.parseDouble(args[2]);  
  
        System.out.println(a + " * " + "x" + " + " + " + b + " = " +  
c );  
  
        double x = (c - b)/a;  
  
        System.out.println("x" + " = " + x);  
  
    }  
}
```

## Triangle

```
public class Triangle {  
    public static void main(String[] args) {  
  
        int a= Integer.parseInt(args[0]);  
        int b= Integer.parseInt(args[1]);  
        int c= Integer.parseInt(args[2]);  
        boolean isTriangle;  
  
        isTriangle =((a + b >= c)&&(a + c >= b)&&(b + c >= a));  
        System.out.println(a + ", " + b + ", " + c + ": " +  
isTriangle);  
  
    }  
}
```

## GenThree

```
public class GenThree {  
    public static void main (String[] args) {  
  
        int minNum=Integer.parseInt(args[0]);  
        int maxNum=Integer.parseInt(args[1]);  
  
        int a=(int)((Math.random()*(maxNum-minNum))+minNum);  
        System.out.println(a);  
  
        int b=(int)((Math.random()*(maxNum-minNum))+minNum);  
        System.out.println(b);  
  
        int c=(int)((Math.random()*(maxNum-minNum))+minNum);  
        System.out.println(c);  
  
        int d= Math.min(a , b);  
        d=Math.min(d , c);  
        System.out.println( " The minimal generated number was " + d);  
  
    }  
}
```

