## HW01Code Lauren Cohen

### <u>AddTwo</u>

```
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));
   }
}
```

### <u>Coins</u>

```
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 ");
    }
}
```

## <u>LinearEq</u>

```
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);
    }
}
```