HW1 Code

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AddTwo:

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
	// Put your code here
	public static void main(String[] args) {
		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);
		int result = a + b;
		System.out.println(a+" + "+b+" = "+result);
	}
}
```

Coins:

```
/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program prints how to represent this quantity using as many quarters as possible,
plus the remainder in cents.
 */
public class Coins {
	//Put your code here
	public static void main(String[] args) {
		int a = Integer.parseInt(args[0]);
		int cent,quarter;
		quarter = a / 25;
		cent = a % 25;
		System.out.println("Use "+quarter+" quarters"+" and "+cent+" cents");
	}
}
```

Linear Equation Solver:

```
/*
 * Solves linear equations of the form a·x + b = c.
 * The program gets a, b, and c as command-line arguments,
 * computes x, and prints the result.
 * Treats the three arguments as well as the computed value as double values
 */
public class LinearEq {
	//put your code here
	public static void main(String[] args) {
		double a = Double.parseDouble(args[0]);
		double b = Double.parseDouble(args[1]);
		double c = Double.parseDouble(args[2]);
		double x;
		System.out.println(a+" * "+"x"+" + "+b+" = "+c);
		c = c - b;
		x = c / a;
		System.out.println("x = "+x);
	}
}
```

Triangle:

```
/*
 * Three sides can form a triangle if the sum of the lengths of any two sides is greater than the length of the remaining side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form a 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]);
		if (a + b > c) {
			System.out.println(a+", "+b+", "+c+": true");
		}
		else {
			System.out.println(a+", "+b+", "+c+": false");
		}
	}
}
```

GenThree:

```
/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */
public class GenThree {
	public static void main(String[] args) {
		// Put your code here
		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);
		int num1 ,num2 ,num3 ,min=0 ;
		num1 = (int)(Math.random()*(b - a) + a);
		num2 = (int)(Math.random()*(b - a) + a);
		num3 = (int)(Math.random()*(b - a) + a);
		System.out.println(num1);
		System.out.println(num2);
		System.out.println(num3);
		if(num1 <= num2 && num1 <= num3) {
			min = num1;
		}
		if(num2 <= num1 && num2 <= num3) {
			min = num2;
		}
		if(num3 <= num1 && num3 <= num2) {
			min = num3;
		}
		System.out.println("The minimal generated number was "+min);
	}
}
```