/\*

\* Adds two given integers and prints the result in a fancy way.

\*/

public class AddTwo {

public static void main(String[] args) {

// Put your code here

int a = Integer.parseInt(args[0]);

int b = Integer.parseInt(args[1]);

int sum = a + b ;

System.out.println(a + " + " + b + " = " + sum);

}

}

/\*

\* 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) {

// Put your code here

double a = Integer.parseInt(args[0]);

double b = Integer.parseInt(args[1]);

double c = Integer.parseInt(args[2]);

boolean istriangle ;

if ((a + b) > c & (b + c) > a & (a + c)> b) {

istriangle = true;

}

else {

istriangle = false;

}

System.out.println(a+ ", " + b + ", " + c + ": " + istriangle);

}

}

/\*

\* 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 {

public static void main(String[] args) {

// Put your code here

int coins = Integer.parseInt(args[0]);

int quarter = coins/25;

int cent = coins%25;

System.out.println("Use " + quarter + " Quartes and " + cent + " cents");

}

}

/\*

\* 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

double a = Integer.parseInt(args[0]);

double b = Integer.parseInt(args[1]);

double c = Integer.parseInt(args[2]);

double x = (c - b) / a;

System.out.println(a + " \* X " + b + " = " + c);

System.out.println("X = " + x);

}

/\*

\* 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;

num1 = ((int)Math.floor(Math.random() \* (b - a) + a));

num2 = ((int)Math.floor(Math.random() \* (b - a) + a));

num3 = ((int)Math.floor(Math.random() \* (b - a) + a));

System.out.println(num1);

System.out.println(num2);

System.out.println(num3);

int min=Math.min(num1, num2);

min=Math.min(min, num3);

System.out.println(min);

}

}