HW1Code

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1.AddTwo

```
public class AddTwo {

        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);

        }

}
```

2.Coins

```java
public class Coins {

    public static void main(String[] args) {

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

        int quarters = coins / 25;

        int cents = coins % 25;

        System.out.println("Use " + quarters + " quarters and " + cents + " cents");

    }

}
```

3.Linear Equation Solver

```java
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]);

        double solution = (c - b) / a;

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

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

    }

}
```

4.Triangle

```java
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 triangle = false;

    triangle = ( (a + b) > c) && ( (a + c) > b) && ( (b + c) > a);

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

}
```

5.GenThree

```java
public class GenThree {

        public static void main(String[] args) {

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

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

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

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

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

        int min = (int) ((Math.min(Math.min(num1,num2),num3)));

        System.out.println(num1);

        System.out.println(num2);

        System.out.println(num3);

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

        }

}
```