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

```
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

```
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

```
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

```
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);
	}
}
```