HW01 – Romi Golan

Add Two:

```
public class AddTwo
{
      public static void main(String[] args)
      {
            int a, b;

            a = Integer.parseInt(args[0]);
            b = Integer.parseInt(args[1]);

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

Coins:

```
public class Coins
{
      public static void main(String[] args)
      {
            int sum = Integer.parseInt(args[0]);

            int coins, quaters;

            quaters = sum/25;
            coins = sum%25;

            System.out.println("Use " + quaters + " quarters and " + coins + "
            cents");
      }
}
```

LinearEq:

```
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 score = (c - b)/a;

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

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]);

		int sum1, sum2, sum3;
		sum1 = a + b;
		sum2 = a + c;
		sum3 = b + c;

		boolean IsTringle = true;

		IsTringle = ((sum1 < c) || (sum2 < b) || (sum3 < a));

		System.out.println(a + ", " + b + ", " + c + ": " + !IsTringle);
	}
}
```

Gen3:

```
public class GenThree
{
	public static void main(String[] args)
	{
		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);

		int min = Math.min(a, b);
		int max = Math.max(a, b);

		int num1, num2, num3;

		max = max - 1;

		num1 = ((int)(((Math.random() * (max - min + 1) + min))));
		num2 = ((int)(((Math.random() * (max - min + 1) + min))));
		num3 = ((int)(((Math.random() * (max - min + 1) + min))));

		System.out.println(num1);
		System.out.println(num2);
		System.out.println(num3);

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

		System.out.println("The minimal generated number was " + mini);
	}
}
```