

## **AddTwo:**

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

## 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 {  
    public static void main(String[] args) {  
  
        int cents = Integer.parseInt(args[0]) ;  
        int quarters = cents/25 ;  
        int remainder = cents%25 ;  
  
        System.out.println("Use " + quarters + " quarters and " + remainder + " cents");  
    }  
}
```

## LinearEq:

```
/*
 * Solves linear equations of the form  $a \cdot x + b = c$ .
 * 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 {
    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 = (c-b)/a ;

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

        int minBorder = Math.min (Integer.parseInt(args[0]),Integer.parseInt(args[1])) ;
        int maxBorder = Math.max (Integer.parseInt(args[0]),Integer.parseInt(args[1])) ;
        int range = maxBorder - minBorder ;

        int a =(int)( Math.random()*range ) + minBorder ;
        int b =(int)( Math.random()*range ) + minBorder ;
        int c =(int)( Math.random()*range ) + minBorder ;

        System.out.println(a) ;
        System.out.println(b) ;
        System.out.println(c) ;

        int minNumTemp = Math.min(a,b) ;
        int minNum = Math.min(minNumTemp,c) ;

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

    }
}
```