

## HW01 Code

AddTwo:

```
public class AddTwo {  
    public static void main(String[] args) {  
        int result = Integer.valueOf(args[0]) + Integer.valueOf(args[1]);  
        System.out.println(args[0] + " + " + args[1] + " = " + result);  
    }  
}
```

Coins:

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

LinearEq:

```
public class LinearEq {  
    public static void main(String[] args) {  
        double a = Double.valueOf(args[0]);  
        double b = Double.valueOf(args[1]);  
        double c = Double.valueOf(args[2]);  
        double result = (c - b) / a;  
        System.out.println(a + " * x + " + b + " = " + c);  
        System.out.println("x = " + result);  
    }  
}
```

Triangle:

```
public class Triangle {  
    public static void main(String[] args) {  
        int sideOne = Integer.valueOf(args[0]);  
        int sideTwo = Integer.valueOf(args[1]);  
        int sideThree = Integer.valueOf(args[2]);  
        boolean isTriangle = false;  
        isTriangle = (((sideOne + sideTwo) > sideThree ) && ((sideOne +  
            sideThree) > sideTwo) && ((sideTwo + sideThree) > sideOne));  
        System.out.println(sideOne + ", " + sideTwo + ", " + sideThree + ": " +  
            isTriangle);  
    }  
}
```

GenThree:

```
public class GenThree {  
    public static void main(String[] args) {  
        // Put your code here  
        int min = Integer.valueOf(args[0]);  
        int max = Integer.valueOf(args[1]);  
        int i = 0;  
        int[] numberArray = new int[3];  
        numberArray[0] = (int)(Math.random() * (max - min) + min);  
        numberArray[1] = (int)(Math.random() * (max - min) + min);  
        numberArray[2] = (int)(Math.random() * (max - min) + min);  
        int minNumber = Math.min(numberArray[0], numberArray[1]);  
        minNumber = Math.min(numberArray[2], minNumber);  
        System.out.println(numberArray[0] + "\n" + numberArray[1] + "\n" +  
            numberArray[2] + "\n" + "The minimal generated number was "+  
            minNumber);  
    }  
}
```