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) {
		int min = Integer.valueOf(args[0]);
		int max = Integer.valueOf(args[1]);
		int i = 0;
		int[] numberArray = new int[3];
		while( i < 3 ){
		numberArray[i] = (int)(Math.random() * (max - min) + min);
			i = i + 1;
		}
		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);
	}
}
```