HW1code – Jonathan Sella

Add Two

```java
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

```
class Coins {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = 25;
        int divRounded = a / b;
        int divMult = divRounded * b;
        int cents = a - divMult;
        System.out.println("Use " + divRounded + " quarters and " +
cents + " cents");

    }
}
```

LinearEq

```
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 sum = c - b;
        double x = sum / a;
        System.out.println(a + " * x + " + b + " = " + c);
        System.out.println("x = " + x);
    }
}
```

Triangle

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

GenThree

```
class GenThree {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        double x = Math.random();
        double y = Math.random();
        double z = Math.random();
        x = x*((b - a)) + a;
        y = y*((b - a)) + a;
        z = z*((b - a)) + a;
        x = (int)x;
        y = (int)y;
        z = (int)z;
        int min = (int)Math.min(Math.min(x, y), z);
        System.out.println((int)x);
        System.out.println((int)y);
        System.out.println((int)z);
        System.out.println("The minimal generated number was " + min);
    }
}
```