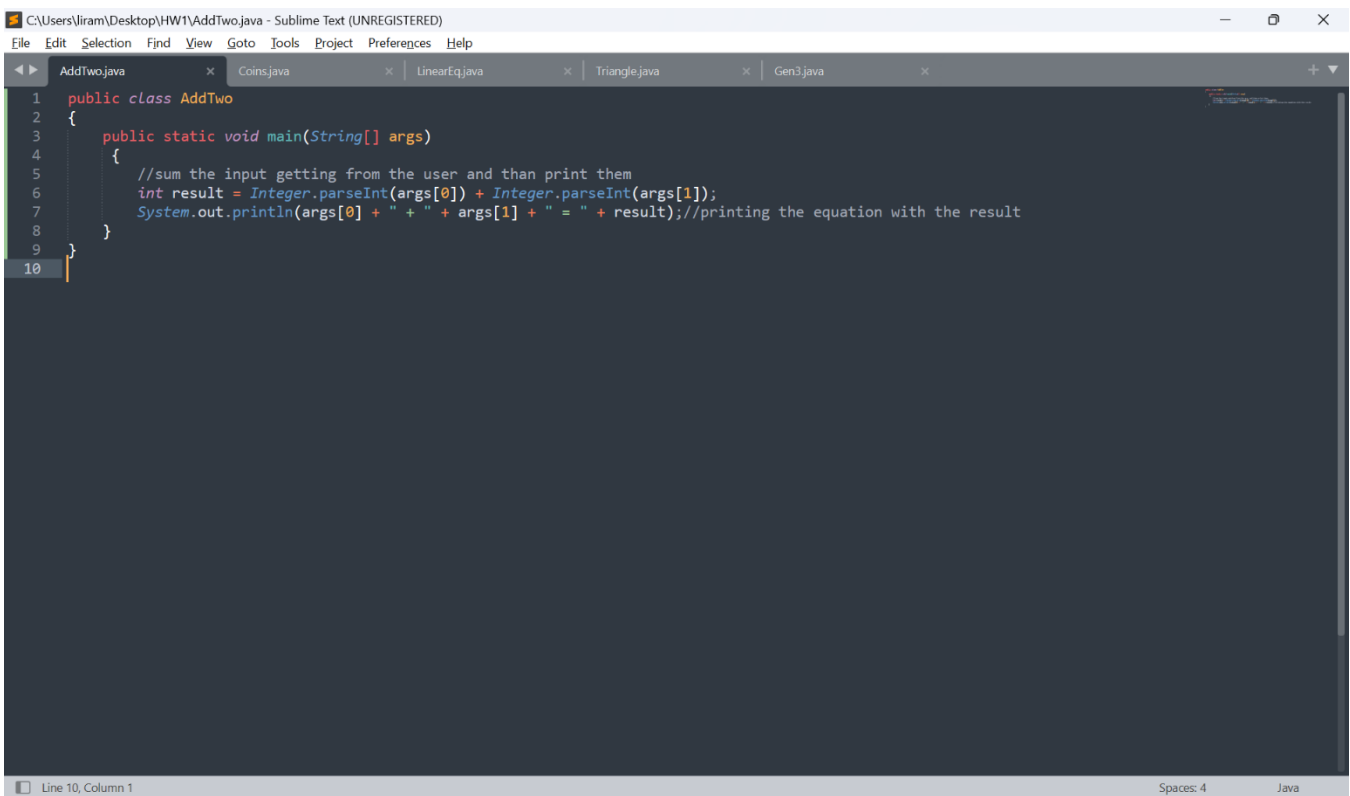


ADDTWO

```
public class AddTwo
{
    public static void main(String[] args)
    {
        //sum the input getting from the user and than print them//
        int result = Integer.parseInt(args[0]) + Integer.parseInt(args[1]) ;
        System.out.println(args[0] + " + " + args[1] + " = " + result);//printing the
        //equation with the result
    }
}
```



The screenshot shows a Sublime Text editor window titled "C:\Users\liram\Desktop\HW1\AddTwo.java - Sublime Text (UNREGISTERED)". The editor has a menu bar with "File", "Edit", "Selection", "Find", "View", "Goto", "Tools", "Project", "Preferences", and "Help". Below the menu bar is a tab bar with several open files: "AddTwo.java", "Coins.java", "LinearEq.java", "Triangle.java", and "Gen3.java". The "AddTwo.java" tab is active, showing the following code:

```
1 public class AddTwo
2 {
3     public static void main(String[] args)
4     {
5         //sum the input getting from the user and than print them
6         int result = Integer.parseInt(args[0]) + Integer.parseInt(args[1]);
7         System.out.println(args[0] + " + " + args[1] + " = " + result);//printing the equation with the result
8     }
9 }
10
```

The status bar at the bottom indicates "Line 10, Column 1", "Spaces: 4", and "Java".

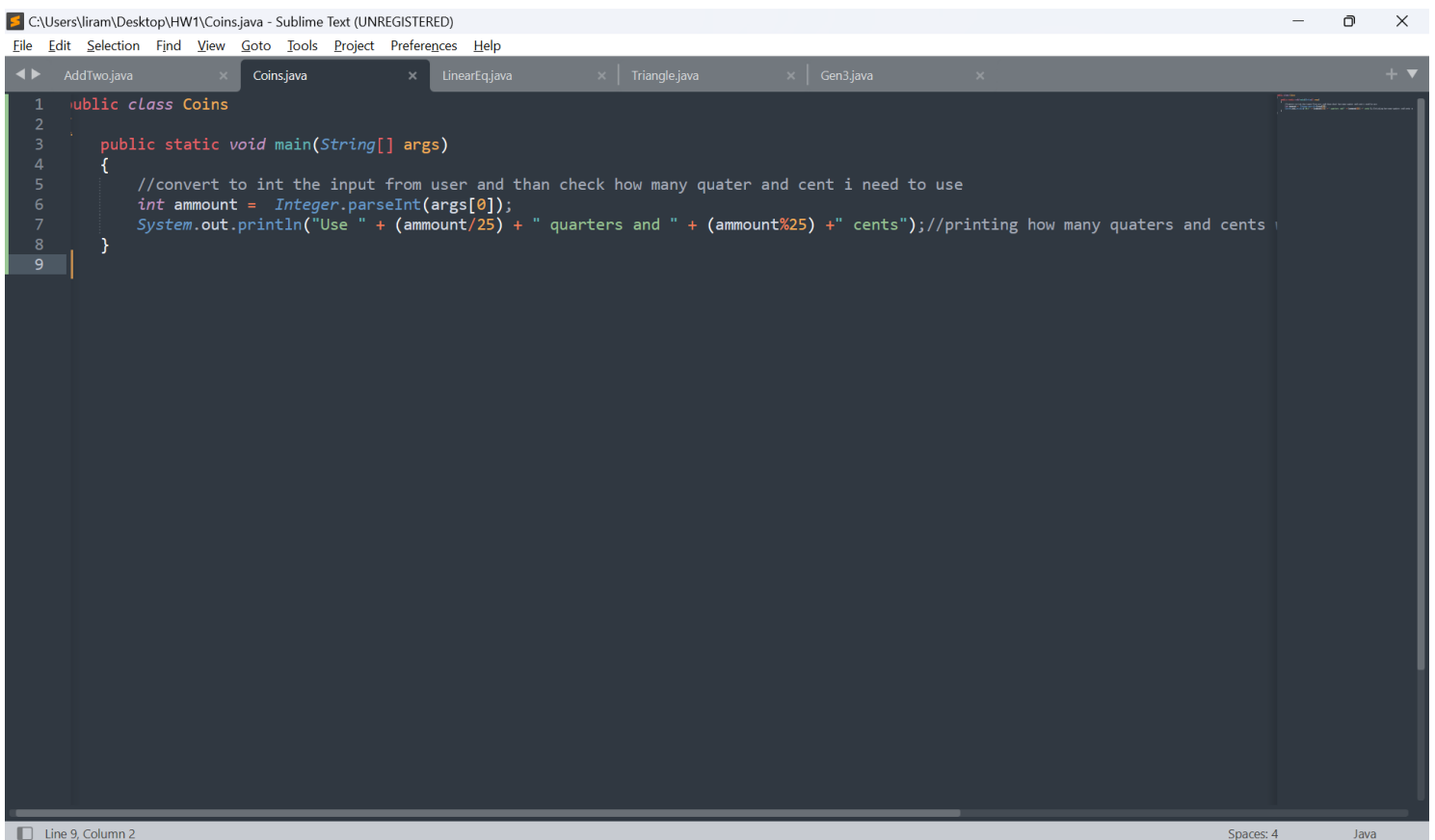
COINS

```
public class Coins
{
    public static void main(String[] args)
    {
        //convert to int the input from user and than check how many quater and //
        //cent i need to use

        int ammount = Integer.parseInt(args[0]) ;

        System.out.println("Use " + (ammount/25) + " quarters and " +
        (ammount%25) +" cents");//printing how many quaters and cents we can use
        //that we use minimally ammount of cents that we could

    }
}
```



```
C:\Users\liram\Desktop\HW1\Coins.java - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help
AddTwo.java Coins.java LinearEq.java Triangle.java Gen3.java
1 public class Coins
2
3     public static void main(String[] args)
4     {
5         //convert to int the input from user and than check how many quater and cent i need to use
6         int ammount = Integer.parseInt(args[0]);
7         System.out.println("Use " + (ammount/25) + " quarters and " + (ammount%25) +" cents");//printing how many quaters and cents
8     }
9
Line 9, Column 2 Spaces: 4 Java
```

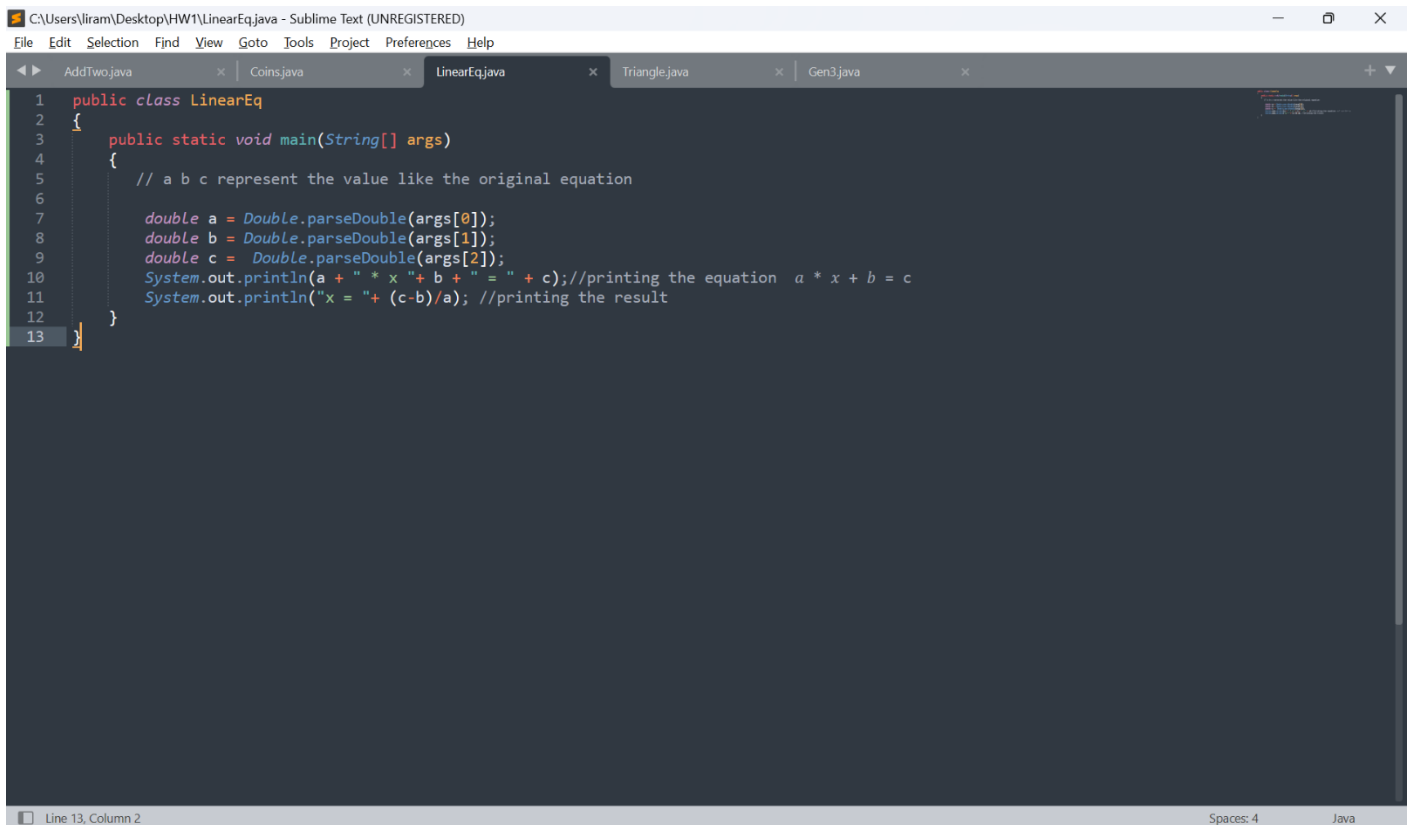
LinearEq

```
public class LinearEq
{
    public static void main(String[] args)
    {
        // a b c represent the value like the original equation //

        double a = Double.parseDouble(args[0]) ;
        double b = Double.parseDouble(args[1]) ;
        double c = Double.parseDouble(args[2]) ;

        System.out.println(a + " * x " + b + " = " + c); //printing the equation  $a * x + b = c$ 

        System.out.println("x = " + (c-b)/a); //printing the result
    }
}
```



```
C:\Users\liram\Desktop\HW1\LinearEq.java - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help
AddTwo.java x Coins.java x LinearEq.java x Triangle.java x Gen3.java x
1 public class LinearEq
2 {
3     public static void main(String[] args)
4     {
5         // a b c represent the value like the original equation
6
7         double a = Double.parseDouble(args[0]);
8         double b = Double.parseDouble(args[1]);
9         double c = Double.parseDouble(args[2]);
10        System.out.println(a + " * x " + b + " = " + c); //printing the equation  $a * x + b = c$ 
11        System.out.println("x = " + (c-b)/a); //printing the result
12    }
13 }
```

Line 13, Column 2 Spaces: 4 Java

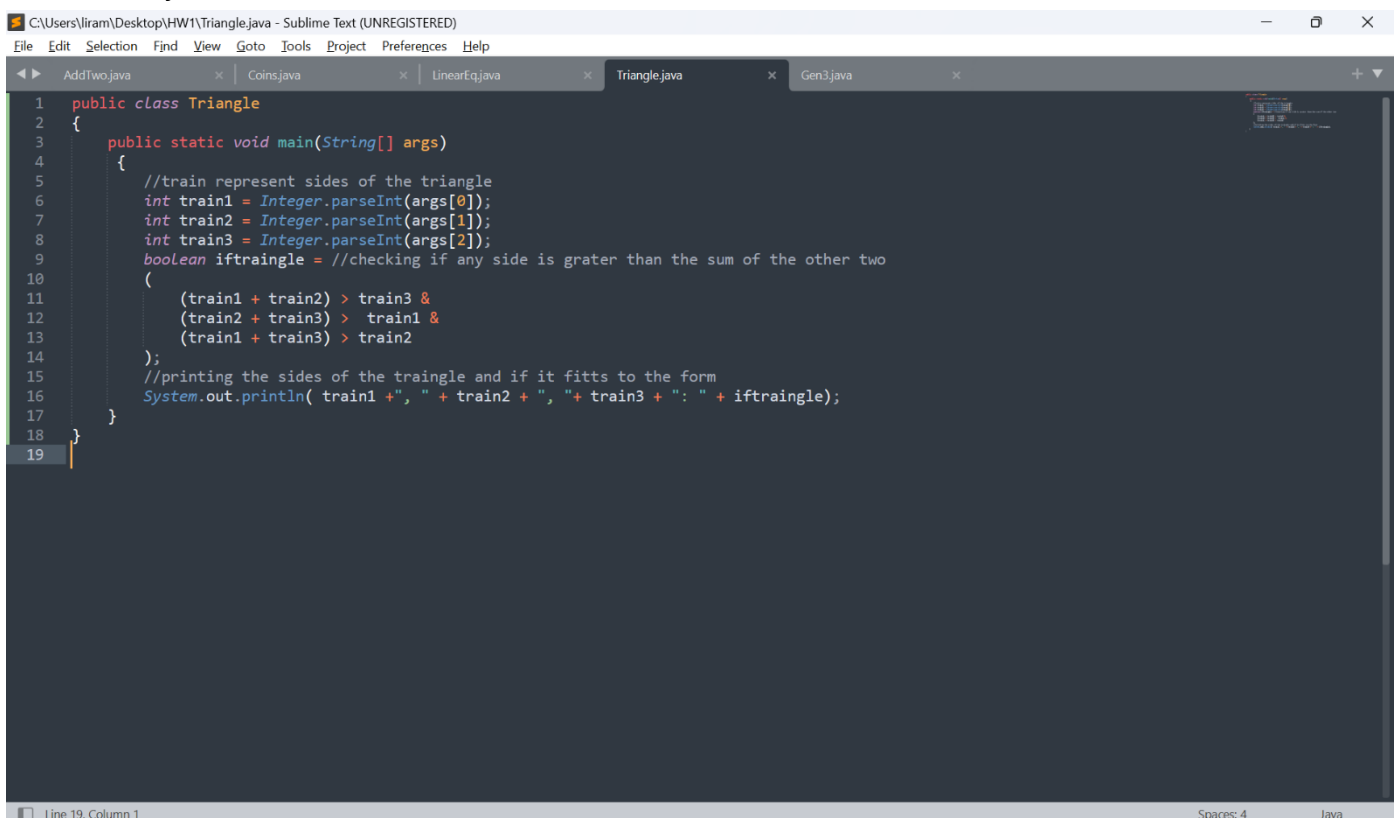
Triangle

```
public class Triangle
{
    public static void main(String[] args)
    {
        //train represent sides of the triangle//
        int train1 = Integer.parseInt(args[0]) ;
        int train2 = Integer.parseInt(args[1]) ;
        int train3 = Integer.parseInt(args[2]) ;

        boolean iftraingle = //checking if any side is grater than the sum of the
        other two

        (
            & (train1 + train2) > train3
            & (train2 + train3) > train1
            (train1 + train3) > train2
        );

        printing the sides of the traingle and if it fitts to the form//
        ;System.out.println( train1 +", " + train2 + ", "+ train3 + ": " + iftraingle)
    }
}
```



```
1 public class Triangle
2 {
3     public static void main(String[] args)
4     {
5         //train represent sides of the triangle
6         int train1 = Integer.parseInt(args[0]);
7         int train2 = Integer.parseInt(args[1]);
8         int train3 = Integer.parseInt(args[2]);
9         boolean iftraingle = //checking if any side is grater than the sum of the other two
10
11         (
12             (train1 + train2) > train3 &
13             (train2 + train3) > train1 &
14             (train1 + train3) > train2
15         );
16         //printing the sides of the traingle and if it fitts to the form
17         System.out.println( train1 +", " + train2 + ", "+ train3 + ": " + iftraingle);
18     }
19 }
```

Gen3

```
public class Gen3
{
    public static void main(String[] args)
    {
        getting the border for genrate the number//
        int bordermin = Integer.parseInt(args[0]) ;
        int bordermax = Integer.parseInt(args[1]) ;
        int counter = 0 ;
        int minnumber = bordermax ;
        while (counter<3)
        {
            genrate number for the same range that we get by minus of //
            (bordermax - bordermin), by this we get the same amount of number that
            coule possibly can been genrate

            than we add the bordermin in order to get the real range that we //
            inttend to genrate since we have the same amount of option we can get

            int randomnumber = (int)(Math.random() * (bordermax - bordermin)) +
            bordermin ;

            System.out.println(randomnumber) ;

            if (minnumber>randomnumber) //checking if the cuurent number that
            we have genrate is grater than the previous unumber(the bordermax is the first
            min number but it allways change since this number is not in the range)

            minnumber = randomnumber ;

            counter ++ ;
        }

        printing the min number that we have genrate//

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

    }
}
```

```
C:\Users\Iiram\Desktop\HW1\Gen3.java - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help

AddTwo.java x Coins.java x LinearEq.java x Triangle.java x Gen3.java x

1 public class Gen3
2 {
3     public static void main(String[] args)
4     {
5         //getting the border for generate the number
6         int bordermin = Integer.parseInt(args[0]);
7         int bordermax = Integer.parseInt(args[1]);
8         int counter = 0;
9         int minnumber = bordermax;
10        while (counter<3)
11        {
12            //generate number for the same range that we get by minus of (bordermax - bordermin), by this we get the same amount of
13            // than we add the bordermin in order to get the real range that we intend to generate since we have the same amount of
14            int randomnumber = (int)(Math.random() * (bordermax - bordermin)) + bordermin;
15            System.out.println(randomnumber);
16            if (minnumber>randomnumber) //checking if the current number that we have generate is greater than the previous number (the
17                minnumber = randomnumber;
18            counter ++;
19        }
20
21        //printing the min number that we have generate
22        System.out.println("The minimal generated number was " + minnumber);
23    }
24 }
25 }
```

Line 23, Column 1 Spaces: 4 Java