

Q1:

```
public class AddTwo {  
    public static void main(String[] args) {  
        // Created two integers that receive a value as input from user  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        // Print out the sum of both integers (i.e a + b) in the following format: "a + b = sum"  
        System.out.println(a + " + " + b + " = " + (a + b));  
    }  
}
```

Q2:

```
public class Coins {  
    public static void main(String[] args) {  
        // Created a new input value for the user to submit.  
  
        // Note that type of data is integer, as we do not expect to encounter  
        fractions!  
  
        int cents = Integer.parseInt(args[0]);  
  
        // Calculate the maximal amount of cents that can be exchanged, and the  
        appropriate remainder  
  
        int quarters = (int) (cents / 25);  
  
        int remainder = (int) (cents - (quarters * 25));  
  
        // Print the exchange output for the user  
  
        System.out.println("Use " + quarters + " quarters and " + remainder + "  
cents");  
    }  
}
```

Q3:

```
public class LinearEq {  
    public static void main(String[] args) {  
        // Created the 3 input values provided by the user  
        // Note that the 3 inputs accept fractions from user (AKA double)  
        double a = Double.parseDouble(args[0]);  
        double b = Double.parseDouble(args[1]);  
        double c = Double.parseDouble(args[2]);  
        // Calculates the value of x given the 3 input values  
        // Note that in task description we can assume the value of a cannot be 0!  
        double x = (c - b) / a;  
        // Prints out the linear equation for user to view, then the calculated value  
        // of x  
        System.out.println(a + " * x + " + b + " = " + c);  
        System.out.println("x = " + x);  
    }  
}
```

Q4:

```
public class Triangle {  
    public static void main(String[] args) {  
        // First we will accept 3 integers as input from user  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int c = Integer.parseInt(args[2]);  
  
        // Now we will create a bool that checks if the condition set by the Triangle  
        Inequality Theorem is met  
  
        // Finally the function prints out (in format) the answer of the for the 3 given  
        values  
  
        boolean isTriangle = ((a + b > c) && (a + c > b) && (b + c > a));  
        System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);  
    }  
}
```

Q5:

```
public class GenThree {  
    public static void main(String[] args) {  
        // First we will accept 2 integers as input from user, that will serve as our  
        // range  
  
        // We will assume that  $a < b$  based on the question description  
  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
  
        // Next we will generate 3 random numbers using the Math library - note  
        // the 3 random numbers are of type double!  
  
        // After generation, we will multiply the generated num by the difference  
        // between a and b to receive a random number in range [0, b - a)  
  
        // Finally we will add a to the random number generated to receive a  
        // random number in range [a, b)  
  
        int gen1 = (int) ((Math.random() * (b - a)) + a);  
        System.out.println(gen1);  
  
        int gen2 = (int) ((Math.random() * (b - a)) + a);  
        System.out.println(gen2);  
  
        int gen3 = (int) ((Math.random() * (b - a)) + a);  
        System.out.println(gen3);  
  
        // Next we will identify the minimal number generated using Math library  
        // function min  
  
        int min_gen = Math.min(gen1, gen2);  
        min_gen = Math.min(min_gen, gen3);  
        System.out.println("The minimal generated number was " + min_gen);  
    }  
}
```