

## HW1 code Ohad Swissa

### AddTwo

```
public class AddTwo {  
    public static void main(String args[]) {  
        // add two given integer  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int c = a+b;  
        // prints the sum of a+b  
        System.out.println(a+" + "+b+" = "+c);  
    }  
}
```

}

### Coins

```
public class Coins {  
    public static void main(String args[]) {  
        // add amount of cents  
        int money = Integer.parseInt(args[0]);  
        int quarters = money/25;  
        int cents = money%25;  
        // prints the summerise of qurters and cents needed  
        System.out.println("use "+quarters+" quarterts and "+cents+" cents" );  
    }  
}
```

}

### LinerEq

```
public class LinerEq {
    public static void main(String args[]) {
        // enter linear equations of the form a * x + b = c as an a b c arguments
        double a = Integer.parseInt(args[0]);
        double b = Integer.parseInt(args[1]);
        double c = Integer.parseInt(args[2]);
        double x = (c-b)/a;
        // prints the equation and the x answer
        System.out.println(a+" * x"+" + "+b+" = "+c);
        System.out.println("x = "+x);
    }
}
```

### Triangle

```
public class Triangle {
    public static void main(String args[]) {
        // enter 3 arguments each one as an option for for a triangle side value
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);
        // checks if the sides can build a possible triangle
        if (a+b<=c || b+c<=a || a+c<=b)
        {
            System.out.println(a+", "+b+", "+c+": "+" false");
        }
        else System.out.println(a+", "+b+", "+c+": "+" true");
    }
}
```

### Gen3

```
public class Gen3 {
    public static void main(String args[]) {
        // enter 2 numbers
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        //for finding the range between the upcoming random numbers i need to find
        which one is bigger
        int min = Math.min(a,b);
        int max = Math.max(a,b);
        //range is important for finding the multiply number
        int range= max-min;
        int num1= (int)(Math.random()*range) + min;
        int num2= (int)(Math.random()*range) + min;
        int num3= (int)(Math.random()*range) + min;
        //min between first 2 random numbers
        int minimal= Math.min(num1,num2);
        System.out.println(num1);
        System.out.println(num2);
        System.out.println(num3);
        System.out.println("The minimal generated number was "+ Math.min(minimal,
num3));

    }
}
```