

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+" quarters and "+cents+" cents" );  
    }  
}
```

LinearEq

```
public class LinearEq {  
    public static void main(String[] args) {  
        // enter linear equations of the form a * x + b = c as an a b c arguments  
        double a = Double.parseDouble(args[0]);  
        double b = Double.parseDouble(args[1]);  
        double c = Double.parseDouble(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]);  
        boolean tri=false;  
        tri=(a+b>c) && (b+c>a) && (a+c>b);  
        System.out.println(a+", "+b+", "+c+": "+tri);  
    }  
}
```

GenThree

```
public class GenThree {  
    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));  
    }  
}
```