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 = 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");

          }
        }
```

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));

               }
      }
```