## <u>AddTwo</u>

## <u>LinearEq</u>

## **Triangle**

```
class Triangle {
public static void main(String args[]) {
    Integer a = Integer.parseInt(args[0]);
    Integer b = Integer.parseInt(args[1]);
    Integer c = Integer.parseInt(args[2]);

    Boolean result = (((a+b)>c) && ((a+c>b)) && ((b+c)>a));

    System.out.println(a + ", " + b + ", " + c + ": " + result);
}
```

## **GenThree**

```
import java.util.concurrent.ThreadLocalRandom;
public class GenThree {
public static void main(String args[]) {
      Integer a = Integer.parseInt(args[0]);
      Integer b = Integer.parseInt(args[1]);
      Integer random number1 = ThreadLocalRandom.current().nextInt(a,(b-1));
      Integer random number2 = ThreadLocalRandom.current().nextInt(a,(b-1));
      Integer random number3 = ThreadLocalRandom.current().nextInt(a,(b-1));
      Integer min_num1 = Math.min(random_number1, random_number2);
      Integer min_num2 = Math.min(random_number2, random_number3);
      Integer min_num = Math.min(min_num1, min_num2);
             System.out.println(random number1);
             System.out.println(random number2);
             System.out.println(random number3);
             System.out.println("The minimal generated number was " + min num);
}
```