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1  /*
2  * Adds two given integers and prints the result in a fancy way.
3  */
4
5  public class AddTwo {
6      public static void main(String[] args) {
7          int a = Integer.parseInt(args[0]);
8          int b = Integer.parseInt(args[1]);
9          System.out.println(a + " + " + b + " = " + (a + b)) ;
10     }
11 }
12
13 /*
14 * Write a program that gets a quantity of cents as a command-line argument.
15 * The program prints how to represent this quantity using as many quarters as
16 * possible, plus the remainder in cents.
17 */
18 public class Coins {
19     public static void main(String[] args) {
20         int a = Integer.parseInt(args[0]); //number of cents
21         int q = a/25; // number of quarters
22
23         System.out.println("Use "+q+" quarters "+"and "+(a-q*25)+ " cents");
24
25     }
26 }
27
28
29 /*
30 * Solves linear equations of the form  $ax + b = c$ .
31 * The program gets a, b, and c as command-line arguments,
32 * computes x, and prints the result.
33 * Treats the three arguments as well as the computed value as double values
34 */
35 public class LinearEq {
36     public static void main(String[] args) {
37         double a = Double.parseDouble(args[0]);
38         double b = Double.parseDouble(args[1]);
39         double c = Double.parseDouble(args[2]);
40         double x = (c-b)/a ;
41         System.out.println(a + " * x"+" + " + b + " = " + c+ "\n"+"x= "+x);
42     }
43 }
44
45
46 /*bb
47 * Three sides can form a triangle if the sum of the lengths of any two sides is
48 * greater than the length of the remaining side.
49 * This is known as the Triangle Inequality Theorem.
50 * Write a program that tests if three given integers form a triangle.
51 */
52 public class Triangle {
53     public static void main(String[] args) {
54         int a = Integer.parseInt(args[0]);
55         int b = Integer.parseInt(args[1]);
56         int c = Integer.parseInt(args[2]);
57         boolean fix = ((a+b)>c && (b+c)>a && (c+a)>b);
58         {
59             System.out.println( a +", " + b+", " +c+": "+ fix);
60         }
61     }
62 }
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82  /*
83   * Generates three random integers, each in a given range [a,b),
84   * prints them, and then prints the minimal number that was generated.
85   */
86  public class GenThree {
87      public static void main(String[] args) {
88          int a = Integer.parseInt(args[0]);
89          int b = Integer.parseInt(args[1]);
90
91          int mx= Math.max(a,b);
92          int mn= Math.min(a,b);
93          int randomNumber1 = (int) (Math.random() * (mx - mn)) + mn;
94          int randomNumber2 = (int) (Math.random() * (mx - mn)) + mn;
95          int randomNumber3 = (int) (Math.random() * (mx - mn)) + mn;
96
97          int random_min= Math.min(
98              Math.min(randomNumber1,randomNumber2),randomNumber3);
99
100         System.out.println(randomNumber1+"\n"+randomNumber2+"\n"+randomNumber3+"\n");
101         System.out.println("The minimal generated number was "+random_min);
102     }
103 }
104
105
106
107
```