

**Ron Eliav**

## AddTwo

```
/*  
 * Adds two given integers and prints the result in a fancy way.  
 */
```

```
public class AddTwo {  
    public static void main(String[] args) {  
        // Put your code here  
        int Num1 = Integer.parseInt(args[0]);  
        int Num2 = Integer.parseInt(args[1]);  
        System.out.println(Num1 + " + " + Num2 + " = " + (Num1 + Num2));  
    }  
}
```

## Coins

```

/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program prints how to represent this quantity using as many quarters as
 * possible, plus the remainder in cents.
 */
public class Coins {
    public static void main(String[] args) {
        int quantity = Integer.parseInt(args[0]);
        System.out.println("Use " + (quantity/25) + " quarters and " + (quantity%25) + "
cents");
    }
}

```

### LinearEq

```

/*
 * Solves linear equations of the form  $a \cdot x + b = c$ .
 * The program gets a, b, and c as command-line arguments,

```

```

* computes x, and prints the result.
* Treats the three arguments as well as the computed value as double values
*/

```

```

public class LinearEq {
    public static void main(String[] args){
        double num1 = Integer.parseInt(args[0]);
        double num2 = Integer.parseInt(args[1]);
        double num3 = Integer.parseInt(args[2]);
        System.out.println(num1 + " * x + " + num2 + " = " + num3);
        System.out.println("x = " + ((num3 - num2)/num1));
    }
}

```

### Triangle

```

/*
* Three sides can form a triangle if the sum of the lengths of any two sides is greater
than the length of the remaining side.
* This is known as the Triangle Inequality Theorem.
* Write a program that tests if three given integers form a triangle.

```

```

*/
public class Triangle {
    public static void main(String[] args){
        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);
        int num3 = Integer.parseInt(args[2]);
        boolean checkIfTriangle = (num1 + num2) > num3 && (num2 + num3) > num1
&& (num1 + num3) > num2;
        System.out.println(num1 + ", " + num2 + ", " + num3 + ": " + checkIfTriangle);
    }
}

```

### GenThree

```

/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */

```

```

public class GenThree {
    public static void main(String[] args) {
        int Num1 = Integer.parseInt(args[0]);
        int Num2 = Integer.parseInt(args[1]);
    }
}

```

```
double Random = Math.random();
Random = Random * (Num2 - Num1) + Num1;
int intRandom1 = (int)Random;
Random = Math.random();
int intRandom2 = (int)(Random * (Num2 - Num1) + Num1);
Random = Math.random();
int intRandom3 = (int)(Random * (Num2 - Num1) + Num1);

System.out.println(intRandom1);
System.out.println(intRandom2);
System.out.println(intRandom3);
System.out.println("The minimal generated number was " +
Math.min(Math.min(intRandom1,intRandom2),intRandom3));

}
}
```