AddTwo:

```
public class AddTwo {
	public static void main(String[] args) {

		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);

		System.out.println(a + " + " + b +" = " + (a+b));

	}
}
```

Coins:

```
public class Coins {
	public static void main(String[] args) {

		int num = Integer.parseInt(args[0]);
		int quarter = num / 25;
		int cent = num % 25 ;

		System.out.println("Use " + quarter + " quarters
and " + cent + " cents");
	}
   }
```

LinearEq:

```
public class LinearEq {
	public static void main(String[] args)
	{
	// Declares an integer variable for sum of coins
		double a = Double.parseDouble(args[0]);
		double b = Double.parseDouble(args[1]);
		double c = Double.parseDouble(args[2]);
		double x = ( (c-b) / a );

		System.out.println( a + " * x + " + b + " = " + c
+ "\nx = " + x);
	}
}
```

Triangle:

```
public class Triangle {
	public static void main(String[] args) {

		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);
		int c = Integer.parseInt(args[2]);

		if ((a+b > c) && (b+c >a) && (a+c > b))
			System.out.println(a + ", " + b + ", "+ c
+ ": true");
		else
			System.out.println(a + ", "+ b + ", " + c
+ ": false");

	}
}
```

GenThree:

```
public class GenThree {
	public static void main(String[] args) {
		double rand = Math.random();
	int a = Integer.parseInt(args[0]);
	int b = Integer.parseInt(args[1]);

	int max = Math.max (a,b);
	int min = Math.min (a,b);

	int num1 = (int) ((Math.random () * (max-min))+min);
	int num2 = (int) ((Math.random () * (max-min))+min);
	int num3 = (int) ((Math.random () * (max-min))+min);
	int minum = Math.min (num1,num2);

	System.out.println(num1);
	System.out.println(num2);
	System.out.println(num3);

	if (minum < num3)
		System.out.println("The minimal generated number
was: " +minum);
	else
		System.out.println("The minimal generated number
was: " +num3);
		}
}
```