AddTwo

```
public class AddTwo {
    public static void main(String[] args) {
        // Put your code here

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

        // Print the result
        System.out.println(a + " + " + b + " = " + (a + b));
    }
}
```

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) {
        // Put your code here

        // Receiving a number
        int quan = Integer.parseInt(args[0]);

        // The max quarters that can be get from the received number
        int quar = quan / 25;

        // The remainder in cents from the received number
        int cents = quan % 25;

        // Print how to represent the received number
        System.out.println("Use " + quar + " quarters and " + cents + " cents");

    }
}
```

LinearEq

```
/*
 * Solves linear equations of the form a·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 {
    // Put your code here
    public static void main(String[] args) {

        // Receiving numbers
        double a = Integer.parseInt(args[0]);
        double b = Integer.parseInt(args[1]);
        double c = Integer.parseInt(args[2]);

        // Print the linear equation
        System.out.println(a + " * x + " + b + " = " + c);

        // Calculate the solution to the equation
        double x = (c - b) / a;

        // Print the solution
        System.out.println("x = " + x);

    }
}
```

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) {
        // Put your code here

        // Receiving numbers
        int edgeOne = Integer.parseInt(args[0]);
        int edgeTwo = Integer.parseInt(args[1]);
        int edgeThree = Integer.parseInt(args[2]);

        // Determines the value of triangle
        boolean triangle = true;

        // Check if side 1 + side 2 smaller then side 3
        if (((edgeOne + edgeTwo) < edgeThree) || ((edgeOne + edgeTwo) == edgeThree)) {
            triangle = false;
        } else

        // Check if side 1 + side 3 smaller then side 2
        if (((edgeOne + edgeThree) < edgeTwo) || ((edgeOne + edgeThree) == edgeTwo)) {
            triangle = false;
        } else

        // Check if side 2 + side 3 smaller then side 1
```

```
        if (((edgeThree + edgeTwo) < edgeOne) || ((edgeThree + edgeTwo) ==
edgeOne)) {
            triangle = false;
        }

        // Print each sides and if it form triangle
        System.out.println(edgeOne + ", " + edgeTwo + ", " + edgeThree + ": " +
triangle);

    }
}
```

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) {
        // Put your code here

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

        // Choose three random number between the received numbers (a,b) not
included b
        int num1 = (int) ((Math.random() * (b - a) + a));
        int num2 = (int) ((Math.random() * (b - a) + a));
        int num3 = (int) ((Math.random() * (b - a) + a));

        // Print the 3 chosen numbers
        System.out.println(num1);
        System.out.println(num2);
        System.out.println(num3);

        // Determines that the min number is num1
        int min = num1;

        // Check if min is bigger then num2
        if (min > num2) {
            min = num2;
        }

        // Check if min is bigger then num3
```

```
        if (min > num3) {
            min = num3;
        }

        // Print the minimal number
        System.out.println("The minimal generated number was " + min);

    }
}
```