AddTwo.java:

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
	public static void main(String[] args) {
		int numberOne = Integer.parseInt(args[0]);
		int numberTwo = Integer.parseInt(args[1]);
		System.out.println(numberOne + " + " + numberTwo + " = " + (numberOne +
numberTwo));
	}
}
```

Coins.java:

```
/*
 * 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 quantityCents = Integer.parseInt(args[0]);
		int quarters = quantityCents / 25;
		int remainingCents = quantityCents % 25;
		System.out.println("Use " + quarters + " quarters and " + remainingCents + " cents");
	}
}
```

LinearEq.java:

```
/*
 * 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 {
	public static void main(String[] args) {
		double a, b , c, x;
		a = Double.parseDouble(args[0]);
		b = Double.parseDouble(args[1]);
		c = Double.parseDouble(args[2]);
		x = (c - b) / a;
		System.out.println(a + " * x + " + b + " = " + c);
		System.out.println("x = " + x);
	}
}
```

Triangle.java:

```
/*
 * 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 sideOne, sideTwo, sideThree;
		// Receive the 3 lengths from the user
		sideOne = Integer.parseInt(args[0]);
		sideTwo = Integer.parseInt(args[1]);
		sideThree = Integer.parseInt(args[2]);
		boolean sumOne, sumTwo, sumThree, ifFormsTriangle;
		// Checks the 3 options of sums to test Triangle Inequailty Theorem
		sumOne = sideOne + sideTwo > sideThree;
		sumTwo = sideOne + sideThree > sideTwo;
		sumThree = sideThree + sideTwo > sideOne;
		ifFormsTriangle = sumOne && sumTwo && sumThree;
		System.out.println(
		sideOne + ", " + sideTwo + ", " + sideThree + ": " + ifFormsTriangle);
	}
}
```

GenThree.java:

```
/*
 * 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 min, max, randOne, randTwo, randThree, randMin;
		// Receive the min and max from the user
		min = Integer.parseInt(args[0]);
		max = Integer.parseInt(args[1]);
		randOne = (int)(Math.random() * (max - min) + min);
		randTwo = (int)(Math.random() * (max - min) + min);
		randThree = (int)(Math.random() * (max - min) + min);
		// Check which one is minimum
		randMin = Math.min(randOne, Math.min(randTwo, randThree));
		System.out.println(randOne + "\n" + randTwo + "\n" + randThree);
		System.out.println("The minimal generated number was " + randMin);
	}
}
```