AddTwo

```
public class AddTwo {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c=a+b;
        System.out.println(a + " + " +  b + " = " + c);

  }
}
```

Coins

```
public class Coins {
    public static void main(String[] args) {
        int x = Integer.parseInt(args[0]);
        int q = x/25;
        int c = x - (25*q);
        System.out.println( "Use " + q + " quarters " + "and " + c +" cents ");
    }
}
```

GenThree

```
public class GenThree {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int x = (int)((b-a)*Math.random()+a);
        int y = (int)((b-a)*Math.random()+a);
        int z = (int)((b-a)*Math.random()+a);
        System.out.println(x +"\n"+ y + "\n" + z);
        System.out.println("The minimal generated number was " + Math.min(x,
Math.min(y, z)));
    }
}
```

LinearEq

```
public class LinearEq {
    public static void main(String[] args) {
        double a = (double)(Integer.parseInt(args[0]));
        double b = (double)(Integer.parseInt(args[1]));
        double c = (double)(Integer.parseInt(args[2]));
        double x = (c-b)/a;
        System.out.println(a + " * " + "x " + "+ " + b + " = " + c);
        System.out.println("x" + " = " + x);

    }
}
```

Triangle

```
public class Triangle {
    public static void main(String[] args) {
        int x = Integer.parseInt(args[0]);
        int y = Integer.parseInt(args[1]);
        int z = Integer.parseInt(args[2]);
        boolean isTriangle;
        isTriangle = (((x +y > z) && (x + z > y ) && ( y + z > x)) == true);
        System.out.println(x + ", " + y + ", " + z + ": " + isTriangle);

    }
}
```