```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
        public static void main(String[] args) {
            int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);
        System.out.println(num1 + " + " + num2 + " = " + (num1+num2));
        }
}
```

```
/*
 * 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 = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);
        System.out.println(a + " * x + " + b + " = " + c);

        double x = (c-b)/a;
        System.out.println("x = " + x);
    }
}
```

```
* 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 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");
    }
```

}

```
* 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 = Integer.parseInt(args[0]);
    int max = Integer.parseInt(args[1]);
    //generate 3 random numbers in the given range by the user.
    int rnd1 = (int)(Math.random() * (max - min)) + min;
    int rnd2 = (int)(Math.random() * (max - min)) + min;
    int rnd3 = (int)(Math.random() * (max - min)) + min;
    int minr = Math.min(rnd1,rnd2);
    minr = Math.min(minr,rnd3);
    System.out.println(rnd1);
    System.out.println(rnd2);
    System.out.println(rnd3);
    System.out.println("The minimal number generated was: " + minr);
       }
}
```