AddTwo:

```
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));
	}
}
```

Coins:

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

LinearEq:

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

		boolean isTriangle = (a + b > c) && (a + c > b) && (b + c > a);

		System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);
	}
}
```

GenThree

```
public class GenThree {
	public static void main(String[] args)
	{
		double min = Double.parseDouble(args[0]);
		double max = Double.parseDouble(args[1]);

		int gen1 = (int) (Math.random() * (max - min) + min);
		int gen2 = (int) (Math.random() * (max - min) + min);
		int gen3 = (int) (Math.random() * (max - min) + min);

		int minGen = Math.min(Math.min(gen1, gen2), gen3);

		System.out.println(gen1);
		System.out.println(gen2);
		System.out.println(gen3);

		System.out.println("The minimal generated number was " + minGen);
	}
}
```