1. Add Two

```java
public class AddTwo {
        public static void main(String[] args) {
                // define 2 variables from the user and sum it
                int number1 = Integer.parseInt(args[0]) ;
                int number2 = Integer.parseInt(args[1]) ;

                int sum = number1 + number2 ;
                System.out.println( number1 + " + " + number2 + " = " + sum ) ;
        }
}
```

2. Coins

```java
public class Coins {
        public static void main(String[] args) {
                    // Define variable from the user and Calculation it
                    int coins = Integer.parseInt(args[0]) ;
                    int quarter = 0 ;
                    int cent = 0 ;

                    quarter = coins/25 ;
                    cent = coins%25 ;
                    System.out.println( "Use " + quarter + " quarters and " + cent + "
cents" ) ;

                    }
}
```

3. LinearEq

```java
public class LinearEq {
        public static void main(String[] args) {
                // define variable from the user
                double a = Double.parseDouble(args[0]) ;
                double b = Double.parseDouble(args[1]) ;
                double c = Double.parseDouble(args[2]) ;
                double x = 0.0 ;

                //calculate the equations
                x = (c-b)/a ;
                System.out.println( a + " * x + "  + b + " = " + c ) ;
                System.out.println( "x = " + x) ;
        }
}
```

4. Triangle

```java
public class Triangle {
        public static void main(String[] args) {
                // define variable from the user
                int a = Integer.parseInt(args[0]) ;
                int b = Integer.parseInt(args[1]) ;
                int c = Integer.parseInt(args[2]) ;
                boolean result = false ;

                //check Triangle Inequality Theorem exist
                if ( (a+b>c) && (a+c>b) && (c+b>a) ){
                        result = true ;
                }

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

5. GenThree

```java
public class GenThree {
        public static void main(String[] args) {
                // define variable from the user and check range
                int firstNum = Integer.parseInt(args[0]) ;
                int secondNum = Integer.parseInt(args[1]) ;
                int min = Math.min(firstNum, secondNum) ;
                int max = Math.max(firstNum, secondNum) ;

                // get random number between the max number to the min number
                int rand1 = (int)(Math.random()*(max - min)) + min ;
                int rand2 = (int)(Math.random()*(max - min)) + min ;
                int rand3 = (int)(Math.random()*(max - min)) + min ;
                System.out.println(rand1) ;
                System.out.println(rand2) ;
                System.out.println(rand3) ;

                //Checking the minimum number between randoms
                int minNumRand = Math.min(rand1,Math.min(rand2,rand3)) ;
                System.out.println( "The minimal generated number was " + minNumRand
) ;
        }
}
```