**AddTwo**

```
public class AddTwo {

	public static void main(String[] args) {

		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);
		System.out.println(a + " + " + b + " = " + (a + b));

	}

}
```

**Coins**

```
public class Coins {


	public static void main(String args[]) {
		int quarter = 25;
		int num_quarters = (Integer.parseInt(args[0])  / quarter);
		int cents = (Integer.parseInt(args[0])  % quarter);
		System.out.println("Use " + num_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]);
		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[]) {
		boolean isTriangle = false;
		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);
		int c = Integer.parseInt(args[2]);
		if ((a < (b + c)) && (b < (a + c)) && (c < (a + b)))
			isTriangle = true;
		System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);

	}

}
```

**GenThree**

```
public class GenThree {

	public static void main(String[] args) {
		int lower_limit = Integer.parseInt(args[0]);
		int upper_limit = Integer.parseInt(args[1]);
		int min;
		int rand = (int)((Math.random() * (upper_limit - lower_limit)) + lower_limit);
		min = rand;
		System.out.println(rand);
		if (rand < min) min = rand;
		rand = (int)((Math.random() * (upper_limit - lower_limit)) + lower_limit);
		System.out.println(rand);
		if (rand < min) min = rand;
		rand = (int)((Math.random() * (upper_limit - lower_limit)) + lower_limit);
		System.out.println(rand);
		if (rand < min) min = rand;
		System.out.println("The minimal generated number was " + min);
	}

}
```