AddTwo:

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {

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

}
```

Coins:

```
/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program prints how to represent this quantity using as many quarters as possible, plus the remainder in cents.
 */
public class Coins {
	public static void main(String[] args) {
		int amount = Integer.valueOf(args[0]);
		int remainder = amount % 25;
		int quarters = (amount - remainder) / 25;
		System.out.println("Use " + quarters + " quarters and " +
		remainder + " cents");
	}
}
```

Linear Equation Solver:

```
/*
 * 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) {
        // we want: $java LinearEq 2 5 19
        // to output: 2.0 * x + 5.0 = 19.0
        // X = 7.0
        double a = Integer.valueOf(args[0]);
        double b = Integer.valueOf(args[1]);
        double c = Integer.valueOf(args[2]);
        double x = (c - b) / a;
        System.out.println(a + " * x + " + b + " = " + c);
        System.out.println("x = " + x);
    }
}
```

Triangle:

```
/*
 * 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]);
    boolean isTriangle = (((a + b) > c) && ((a + c) > b) &&
    ((b + c) > a));
    System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);
    }
}
```

Gen 3:

```
/*
 * 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]);
        int range = (max - min);
        int rand_int1 = (int) (Math.random() * range) + min;
        int rand_int2 = (int) (Math.random() * range) + min;
        int rand_int3 = (int) (Math.random() * range) + min;
        System.out.println(rand_int1);
        System.out.println(rand_int2);
        System.out.println(rand_int3);
        System.out.println("The minimal generated value was: "
           + Math.min(Math.min(rand_int1, rand_int2),
           Math.min(rand_int2, rand_int3)));
    }
}
```