

```
public class AddTwo {  
    public static void main(String[] args) {  
        // adds two integers and prints the full equation.  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[0]);  
        System.out.println(a + " + " + b + " = " + (a + b));  
    }  
}
```

```
public class Coins {  
    public static void main(String[] args) {  
        // Translates amount of money into quarters and cents  
        int totalCents = Integer.parseInt(args[0]);  
        int numQuarters = totalCents / 25;  
        int remainder = totalCents - numQuarters * 25;  
        System.out.println("Use " + numQuarters + " quarters and " + remainder + " cents.");  
    }  
}
```

```
public class LinearEq {  
    public static void main(String[] args) {  
        // prints the equation and gives the solution for x  
        double a = Integer.parseInt(args[0]);  
        double b = Integer.parseInt(args[1]);  
        double c = Integer.parseInt(args[2]);  
        double x = (c - b) / a;  
        System.out.println(a + " * x + " + b + " = " + c);  
        System.out.println("x = " + x);  
    }  
}
```

```
public class Triangle {  
    public static void main(String[] args) {  
        // prints if the three integers can be the sides of a triangle  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int c = Integer.parseInt(args[2]);  
        if (a + b > c && a + c > b && b + c > a) {  
            //if each side is smaller than the sum of the other 2  
            System.out.println(a + ", " + b + ", " + c + ": true");  
        }  
        else {  
            System.out.println(a + ", " + b + ", " + c + ": false");  
        }  
    }  
}
```

```
public class Gen3 {  
    public static void main(String[] args) {  
        // generates 3 random integers in a given range and prints the smallest.  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int range = b - a;  
        int n1 = (int) (Math.random() * range + a);  
        int n2 = (int) (Math.random() * range + a);  
        int n3 = (int) (Math.random() * range + a);  
        System.out.println (n1);  
        System.out.println (n2);  
        System.out.println (n3);  
        System.out.println("The minimal generated number was " + Math.min(Math.min(n1, n2), n3));  
    }  
}
```