AddTwo.java

```java
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {
        int arg1 = Integer.parseInt(args[0]);
        int arg2 = Integer.parseInt(args[1]);
        System.out.println(args[0]+" + "+ args[1]+ " = " +
(arg1+arg2));

    }
}
```

Coins.java

```java
/*
 * 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 dividend = Integer.parseInt(args[0]);
        int divisor = 25;


        int quarters = dividend / divisor;
        int cents = dividend % divisor;


        System.out.println(" Use " + quarters + " quarters" + " and " + cents + " cents");

    }
}
```

LinearEq.java

```java
/*
 * 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) {
        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.java

```java
/*
 * 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 side1 = Integer.parseInt(args[0]);
        int side2 = Integer.parseInt(args[1]);
        int side3 = Integer.parseInt(args[2]);


        if (side1+side2>side3 & side1+side3>side2 & side2+side3>side1 )
        {
            System.out.println(side1 +", "+ side2 +", "+  side3 + ": true");
        }
        else
        {
            System.out.println(side1 +", "+ side2 +", "+  side3 + ": false");
        }
    }
}
```

GenThree.java

```java
/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */

import java.util.Random;

public class GenThree {
    public static void main(String[] args) {
                                int     min=Integer.parseInt(args[0]),
max=Integer.parseInt(args[1]);
        int a = (int) (Math.random() * (max - min) + min );
        int b = (int) (Math.random() * (max - min) + min );
        int c = (int) (Math.random() * (max - min) + min );
        System.out.println(a);
        System.out.println(b);
        System.out.println(c);
        System.out.println("The   minimal   generated   number   was   "+
Math.min(Math.min(a, b), c));
    }
}
```