```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
	public static void main(String[] args) {
		// Casting the given arguments from string to int
		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);

		// calculating the sum of a + b
		int sum = a + b;

		// Printing the sum of a + b in a fancy way
		System.out.println(a + " + " + b + " = " + sum);
	}
}
```

```
/*
 * 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) {
          // Casting the input cents number from string type to int
          // type
          int input_cents = Integer.parseInt(args[0]);

          // Divides the total amount of cents to 25 to find how
          // many quarters to use
          int quarters_num = input_cents / 25;

          // calculate how many cents to use using modulo
          int cents_num = input_cents % 25;

          // Prints the full string of how many quarters and cents
          // to use
          System.out.println("Use " + quarters_num +
                             " quarters and " + cents_num +
                             "cents");
     }
}
```

```
/*
 * 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) {
          // Cast the 3 arguments a,b and c from string type to
          // double type
          double a = Double.parseDouble(args[0]);
          double b = Double.parseDouble(args[1]);
          double c = Double.parseDouble(args[2]);

          // Calculate the value of x for the equation type:
          // a*x + b = c
          double x = (c-b)/a;

          // Prints the value of x
          System.out.println(a + " * x + " + b + " = " + c);
          System.out.println("x = " + x);
     }
}
```

```
/*
 * 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) {
		// Cast the 3 sides of a triangle a,b and c from string
		// type to int type
		int a = Integer.parseInt(args[0]);
		int b = Integer.parseInt(args[1]);
		int c = Integer.parseInt(args[2]);

		// determine whether any of the combination of the 3
		// sides form a triangle
		boolean isTriangle1 = a + b > c;
		boolean isTriangle2 = b + c > a;
		boolean isTriangle3 = a + c > b;

		// Determine whether at least one of the combinations is
		//true (form a triangle)
		boolean isAnyTriangle = (isTriangle1 && isTriangle2 &&
		isTriangle3);

		// Prints the sides values and whether they can form a
		// triangle
		System.out.println(a + ", " + b + ", " + c +
                    ": " + isAnyTriangle);
	}
}
```

```
/*
 * 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) {
          // Cast the 2 given numbers for the range from string
          // type to int type
          int a = Integer.parseInt(args[0]);
          int b = Integer.parseInt(args[1]);

          // assigining the a and b to min/max vars
          int minVar = Math.min(a, b);
          int maxVar = Math.max(a, b);

          // Calculating 3 numbers using the random function by
          // multiplying it by the (b - a) and prints them
          int randomNumber1 = (int) ((maxVar – minVar)*
                                (Math.random())) + minVar;
          System.out.println(randomNumber1);
          int randomNumber2 = (int) ((maxVar – minVar)*
                                (Math.random())) + minVar;
          System.out.println(randomNumber2);
          int randomNumber3 = (int) ((maxVar – minVar)*
                                (Math.random())) + minVar;
          System.out.println(randomNumber3);

          // Calculate who is the minimal number
          int minNumber = Math.min((Math.min(randomNumber1,
                               randomNumber2)), randomNumber3);
          System.out.println("The minimal generated number was " +
                           minNumber);
```

```
        }
    }
```