AddTwo

```
public class AddTwo {
	public static void main(String[] args) {
		// Put your code here


	    int a = Integer.parseInt(args[0]);
	    int b = Integer.parseInt(args[1]);

	    int sum = a + b;

	    System.out.println( a + " + " + b + " = " + sum);


	}


	}
```

Coins

```
public class Coins {
	public static void main(String[] args) {


			int TotalCents = Integer.parseInt(args[0]);

			int quarters = TotalCents / 25;
		int cents = TotalCents % 25;

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

LinearEq

```
public class LinearEq {
          // Put your code here
    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) {
                int side1 = Integer.parseInt(args[0]);
       int side2 = Integer.parseInt(args[1]);
       int  side3 = Integer.parseInt(args[2]);



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


        }
}
```

GenThree

```
public class GenThree {
    public static void main(String[] args) {
        int max = Integer.parseInt(args[0]);
        int min = Integer.parseInt(args[1]);

        int a = ((int)((Math.random() * (max - min + 1)) + min));
        int b = ((int)((Math.random() * (max - min + 1)) + min));
        int c = ((int)((Math.random() * (max - min + 1)) + min));

     System.out.println(a);
     System.out.println(b);
     System.out.println(c);

System.out.println( "The smallest generated number was " + Math.min(Math.min(a, b), c));



   }
}
```