AddTwo:

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
   public static void main(String[] args) {
         int num1 = Integer.parseInt(args[0]);
         int num2 = Integer.parseInt(args[1]);
         System.out.println(num1 + " + " + num2 + " = " + (num1 + num2));
   }
}
```

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 coin = Integer.parseInt(args[0]);
            if(coin < 0){
               System.out.println("Error, You need to put a number greater than 0");
            }
            int qurter = coin / 25;
            int reminder = coin % 25;
            System.out.println("Use "+ qurter+ " quarters and " + reminder + " cents");
   }
}
```

LinearEq:

```
/*
 * 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 result = (double) (c - b) / 2;
      System.out.println( a + " * " + "x" + " + " + b + " = " + c);
      System.out.print("x" + " = " + result);
   }
}
```

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) {
      boolean isTriangle;
      int a = Integer.parseInt(args[0]);
      int b = Integer.parseInt(args[1]);
      int c = Integer.parseInt(args[2]);
      isTriangle = ((a + b > c) && (a + c > b) && (b + c > a));
      System.out.println(isTriangle);
   }
}
```

GenThree:

```
/*
 * 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) {
      //the range you want [a,b)
         int n1 = Integer.parseInt(args[0]);
         int n2 = Integer.parseInt(args[1]);

         int max = Math.max(n1,n2);
         int min = Math.min(n1,n2);
         int gaNum1 = min + ((int)(Math.random() * ((max - min) + 1)));
         int gaNum2 = min + ((int)(Math.random() * ((max - min) + 1)));
         int gaNum3 = min + ((int)(Math.random() * ((max - min) + 1)));

         System.out.println(gaNum1);
         System.out.println(gaNum2);
         System.out.println(gaNum3);
         System.out.println("The minimal generated number was " +
Math.min(Math.min(gaNum1,gaNum2),gaNum3));
   }
}
```