```
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));
	}
}
```

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

		int cents = Integer.parseInt(args[0]);
		int quarters = cents / 25;
		int centsReminder = cents % 25;

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

	}
}
```

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

		double a = Integer.parseInt(args[0]);
		double b = Integer.parseInt(args[1]);
		double c = Integer.parseInt(args[2]);

		double result = (c - b) / a;

		System.out.println(a + " * x + "  + b + " = " + c);
		System.out.println("x = " + result);

	}
}
```

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

		int length1 = Integer.parseInt(args[0]);
		int length2 = Integer.parseInt(args[1]);
		int length3 = Integer.parseInt(args[2]);

		boolean isTriangle = true;

		if (length1 + length2 > length3) {
			if (length1 + length3 > length2) {
				if (length2 + length3 > length1) {
					isTriangle = true;
				}
			}
		} else {
			isTriangle = false;
		}

		System.out.println(length1 + ", " + length2 + ", " + length3 + ":
		" + isTriangle);

	}
}
```

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

		int userArg1 = Integer.parseInt(args[0]);
		int userArg2 = Integer.parseInt(args[1]);

		int a = Math.min(userArg1, userArg2);
		int b = Math.max(userArg1, userArg2);

		int num1 = (int)(Math.random() * (b - a) + a);
		int num2 = (int)(Math.random() * (b - a) + a);
		int num3 = (int)(Math.random() * (b - a) + a);

		System.out.println(num1);
		System.out.println(num2);
		System.out.println(num3);

		int minNum = 0;

		minNum = Math.min(num1, num2);
		minNum = Math.min(minNum, num3);

		System.out.println("The minimal generated number was: " +
		minNum);

	}
}
```