```java
public class AddTwo {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        System.out.println(a + " + " + b + " = " + (a + b));
    }
}
```

```java
public class Coins {
        public static void main(String[] args) {
                int a = Integer.parseInt(args[0]);
                int quarternum = a / 25;
                int centnum = a % 25;
                System.out.println("Use " + quarternum + " quarters and " + centnum + "
                cents");
        }
}
```

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

```java
public class Triangle {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);
        boolean isTri = true;
        if ((a+b)<=c || (a+c)<=b || (b+c)<=a) {
            isTri = false;
        }
        System.out.println(a + " " + b + " " + c + ": " + isTri);
    }
}
```

```java
import java.util.Random;

public class Gen3 {
        public static void main(String[] args) {
                int lower = Integer.parseInt(args[0]);
                int upper = Integer.parseInt(args[1]);
                Random rand = new Random();
                int rand_int1 = rand.nextInt(lower, upper);
                System.out.println(rand_int1);
                int rand_int2 = rand.nextInt(lower, upper);
                System.out.println(rand_int2);
                int rand_int3 = rand.nextInt(lower, upper);
                System.out.println(rand_int3);
                int min = rand_int1;
                if (min > rand_int2) {
                        min = rand_int2;
                }
                if (min > rand_int3) {
                        min = rand_int3;
                }
                System.out.println("The minimal generated number was " + min);
        }
}
```