1. AddTwo

```
/*
 * Adds two given integers and prints the result in a fancy
way.
 */
public class AddTwo {
	public static void main(String[] args) {
		// Put your code here
	   // declares integers
	int a = Integer.parseInt (args[0]);
	int b = Integer.parseInt (args[1]);
		// prints the equlation and it's solution
		System.out.println( a + " " + "+" + " " + b + " =" +
" " + (a+b) );
	}
}
```

2. 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) {
		// Put your code here
	   // declares the number of coins
	int a = Integer.parseInt (args[0]);
		int quarters = a / 25;
		int cents = a % 25;
		System.out.println( "Use " + quarters + " quarters and " + cents + " cents" );
    }
}
```

3. 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) {
      // Put your code here
      // declares integers
      Double a = Double.parseDouble (args[0]);
      Double b = Double.parseDouble (args[1]);
      Double c = Double.parseDouble (args[2]);
            // defines x by calcuating the equation
            Double x = ( c - b ) / a;
            System.out.println ( a +" * x + "+ b +" = "+ c );
            System.out.println ( "x = "+ x );
            }
}
```

4. 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) {
		// Put your code here
			// Declares the triangle lengthes
	  int a = Integer.parseInt (args[0]);
	 int b = Integer.parseInt (args[1]);
	  int c = Integer.parseInt (args[2]);
	  // the boolean gives answer to the question whether or not is this a triangle
	  boolean triangle = false ;
	  // checks all three lengthes
	 triangle = ( ( a + b > c ) && ( a + c > b ) && ( b + c > a ) );
	  System.out.println( a + ", " + b + ", " + c +": " + triangle );
	}
}
```

5. 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) {
		// Put your code here
// declares the range, assuming the first number is lower
	int min = Integer.parseInt (args[0]);
	int max = Integer.parseInt (args[1]);
	// generates three numbers (may be equal to the low number of the range)
	int a = (int) (Math.random() * ( max - min ) + ( min ) );
	int b = (int) (Math.random() * ( max - min ) + ( min ) );
	int c = (int) (Math.random() * ( max - min ) + ( min ) );
	// prints the generated numbers
	System.out.println (a);
	System.out.println (b);
	System.out.println (c);
	// 2 different options for the minimal number
	int minimal = Math.min (a,b);
	minimal = Math.min (minimal,c);
	System.out.println ("The minimal generated number was " + minimal );
```

```
        }

    }
```