```
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]);
        System.out.println(a + " + " + b + " = " + (a+b));
    }
}
```

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

```
public class LinearEq {
    // Put your code here
    public static void main(String[] args) {
        double a = Integer.parseInt(args[0]);
        double b = Integer.parseInt(args[1]);
        double c = Integer.parseInt(args[2]);
        System.out.println(a + " * x + " + b + " = " + c);
        System.out.println("x = " + (c-b)/a);
    }
}
```

```
public class Triangle {
    public static void main(String[] args) {
        // Put your code here
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);
        boolean isTriangle;
        isTriangle = (a+b>c && b+c>a && a+c>b);
        System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);
    }
}
```

```
public class GenThree {
    public static void main(String[] args) {
        // Put your code here
        int min = Integer.parseInt(args[0]);
        int max = Integer.parseInt(args[1]);
        double randomOne = (((max-min) * Math.random()) + min);
        double randomTwo = (((max-min) * Math.random()) + min);
        double randomThree = (((max-min) * Math.random()) + min);
        System.out.println((int)(randomOne));
        System.out.println((int)(randomTwo));
        System.out.println((int)(randomThree)));
        System.out.println("The minimal generated number was: " + Math.round(Math.min(randomOne,Math.min(randomTwo,randomThree))));
    }
}
```