```
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))));
	}
}
```