1.AddTwo

```
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));
   }
}
```

2. Coins

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

3.Linear Equation Solver

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

4.Triangle

```
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 x;
      x = ((a + b) > c && (a + c) > b && (b + c) > a );
      System.out.println( a + ", " + b + ", " + c + ": " + x);
   }
}
```

5.Gen3

```
public class Gen3 {
   public static void main(String[] args) {
      int a = Integer.parseInt (args[0]);
      int b = Integer.parseInt (args [1]);
      int min = Math.min (a, b);
      int max = Math.max (a, b);
      int range = max - min;
      int integer1 = ((int) (Math.random() * range)) + min;
      int integer2 = ((int) (Math.random() * range)) + min;
      int integer3 = ((int) (Math.random() * range)) + min;
      int mingeneratednum = Math.min ((Math.min(integer1, integer2)) ,
integer3);
      System.out.println (integer1);
      System.out.println (integer2);
      System.out.println (integer3);
      System.out.println ("The minimal generated number was " +
mingeneratednum);
   }
}
```