Assignment 1:

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

Assignment 2:Coins

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

Assignment 3: Linear Equation Solver

```
public class LinearEq {
    public static void main(String [] args) {
        double a, b, c, x;
a = Double.parseDouble(args[0]);
b = Double.parseDouble(args[1]);
c = Double.parseDouble(args[2]);
x = (c-b)/a;
       System.out.println(a + " * x + " + b + " = " + c);
       System.out.println("x = " + x);
    }
}
```

Assignment 4: Triangle

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

}
```

Assignment 5: Gen3

```
 public class GenThree {
          public static void main(String[] args) {
          int min, max, range;
        min = Integer.parseInt(args[0]);
        max = Integer.parseInt(args[1]);
        range = max - min;

        int a = (int)(range * Math.random() + min);
        System.out.println(a);

        int b = (int)(range * Math.random() + min);
        System.out.println(b);

        int c = (int)(range * Math.random() + min);
        System.out.println(c);

       int i = Integer.min(a,b);
       int j = Integer.min(c,i);
       System.out.println("The minimal generated number was " + j);
   }
}
```