AddTwo Program

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

Coins Program

```
public class Coins{

      public static void main(String[] args){

            int i = Integer.parseInt(args[0]);

            int div = i / 25;

            int modulo = i % 25;

            System.out.println("Use " + div + " quarter and " +
modulo + " cents");

      }

}
```

LinearEq Program

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

Triangle Program

```
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]);
		if((a + b) > c && (b + c) > a && (b + a) > c ){
			System.out.println(true);
		}
		else{
			System.out.println(false);
		}
	}
}
```

Gen3 Program

```
public class Gen3{

      public static void main(String[] args){

            int a = Integer.parseInt(args[0]);

            int b = Integer.parseInt(args[1]);

            int range = b - a;

            int first = (int)(Math.random() * range) + a;

            int second = (int)(Math.random() * range) + a;

            int third = (int)(Math.random() * range) + a;

            double min = Math.min(third, Math.min(first,
second));

            System.out.println(first);

            System.out.println(second);

            System.out.println(third);

            System.out.println("The minimal generated number was
" + (int)min);

      }

}
```