1. AddTwo.java

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {
            int a = Integer.parseInt(args[0]);
            int b = Integer.parseInt(args[1]);
            int sum = a+b;
            System.out.println(a+" + "+b+" = "+sum);
    }
}
```

2.Coins.java

```
/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program prints how to represent this quantity using as many quarters as
possible, plus the remainder in cents.
 */
public class Coins {
    public static void main(String[] args) {
            int amount= Integer.parseInt(args[0]);
            int quarters= amount/25;
            int cents= amount%25;
            System.out.println("Use " + quarters + " quarters and " + cents + " cents");
    }
}
```

3.LinearEq.java

```
/*
 * Solves linear equations of the form a·x + b = c.
 * The program gets a, b, and c as command-line arguments,
 * computes x, and prints the result.
 * Treats the three arguments as well as the computed value as double values
 */
public class LinearEq {
  public static void main(String[] args) {
        double a = Integer.parseInt(args[0]);
        double b = Integer.parseInt(args[1]);
        double c = Integer.parseInt(args[2]);
        double d = c-b;
        System.out.println(a + " * x + " + b+  " = " + c);
        System.out.println("x = " + d/a);
    }
}
```

4.Triangle.java

```
/*
 * Three sides can form a triangle if the sum of the lengths of any two sides is
greater than the length of the remaining side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form a 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]);
               if(a+b>c && a+c>b && b+c>a) {
                  System.out.println(a + ", " + b + ", " + c + ": true");
               }
          else {
                  System.out.println(a + ", " + b + ", " + c +": false");
          }
     }
}
```

5.GenThree.java

```
/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */
public class GenThree {
    public static void main(String[] args) {
      int first = Integer.parseInt(args[0]);
            int second = Integer.parseInt(args[1]);
            int range = (second-first);

            int rand1 = (int)(Math.random() * range) + first;
            int rand2 = (int)(Math.random() * range) + first;
            int rand3 = (int)(Math.random() * range) + first;

            int min1= Math.min(rand1,rand2);
            min1 = Math.min(min1,rand3);

            System.out.println(rand1);
            System.out.println(rand2);
            System.out.println(rand3);
            System.out.println("The minimal generated number was " + min1);
    }
}
```