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

```
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");
    }
}
```

```
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(b >= 0 ? a + " * x + " + b + " = " + c : a + " * x + (" + b + ") = " + c);
        System.out.println("x = " + (c - b) / a);
    }
}
```

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

```
import java.util.Random;

public class Gen3 {
    public static void main(String... args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        Random rand = new Random();
        int result = rand.nextInt(b - a) + a;
        int result2 = rand.nextInt(b - a) + a;
        int result3 = rand.nextInt(b - a) + a;
        System.out.println(result);
        System.out.println(result2);
        System.out.println(result3);
        System.out.println("The minimal generated number was " +
Math.min(Math.min(result, result2), result3));
    }
}
```