AddTwo code

```
public class AddTwo {
    public static void main (String[] args) {
        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);
        System.out.println (num1 + " + " + num2 + " = " + (num1 +
                            num2));
    }
}
```

Coins Code

```
public class Coins {
    public static void main(String[] args) {
        int numberOfCents = Integer.parseInt(args[0]);
        int quarters = 0;
        int cents = 0;
        while (numberOfCents > 0) {
            if (numberOfCents < 25) {
                numberOfCents--;
                cents++;
            } else {
                numberOfCents = numberOfCents -25;
                quarters++;
            }
        }
        System.out.println ("use " + quarters + " quarters and " +
                            cents + " cents.");
    }
}
```

Gen3 code

```
import java.util.Random;

public class Gen3 {
    public static void main (String[] args) {
        Random r = new Random();
        /* the random ints generate a random number between 0 and the
         maximal value selected minus the minimal value, and then adds
         the minimal value to the generated number. */
        int random1 = r.nextInt(Integer.parseInt(args[1]) -
                      Integer.parseInt(args[0])) +
                      Integer.parseInt(args[0]);
        int random2 = r.nextInt(Integer.parseInt(args[1]) -
                      Integer.parseInt(args[0])) +
                      Integer.parseInt(args[0]);
        int random3 = r.nextInt(Integer.parseInt(args[1]) -
                      Integer.parseInt(args[0])) +
                      Integer.parseInt(args[0]);
        int min = Math.min(random1, Math.min(random2, random3));
        System.out.println (random1 + "\n" + random2 + "\n" +random3 +
                            "\nThe minimal generated number was " +
                            min);
    }
}
```

LinearEq code

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

Triangle code

```
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 = true;
        if (a + b <= c && isTriangle) {
            isTriangle = false;
        }
        if (a + c <= b && isTriangle) {
            isTriangle = false;
        }
        if (b + c <= a && isTriangle) {
            isTriangle = false;
        }
        System.out.println (a + ", " + b + ", " + c + ": " +
                            isTriangle);
    }
}
```