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

```
public class Coins {
        public static void main(String[] args) {
                // Put your code here
                int c=Integer.parseInt(args[0]);;
      int q=25; // 1 quarters=25 cents

       System.out.println("Use " + c/q +" quarters and "+ c%q +" cents");
        }
}
```

```
public class LinearEq {
        public static void main(String[] args) {
        // Put your code here
         double a=Double.parseDouble(args[0]);
    double b=Double.parseDouble(args[1]);
    double c=Double.parseDouble(args[2]);
    double result=(c-b)/a;

    System.out.println(a+" * x + "+b+" = "+c);
    System.out.println("x = "+result);

   }
}
```

```
public class Triangle {
	public static void main(String[] args) {
		// Put your code here
    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) // all the options of true
    System.out.println(a+", " +b+", " +c+": true");

    else
    System.out.println(a+", "+b+", " +c+": false");
	}
}
```

```
import java.lang.*;
import java.util.Random;
public class GenThree {
        public static void main(String[] args) {
                // Put your code here
     int a=Integer.parseInt(args[0]);
     int b=Integer.parseInt(args[1]);
     int m=0;
     int min=Math.min(a,b);
     int max=Math.max(a,b);
     int currentMin=max;

    Random random=new Random();
    while (m<3)
    {
     int rnd=random.nextInt(max-min)+min;
     if(rnd<currentMin){currentMin=rnd;}
     System.out.println(rnd);
     m++;
    }

    System.out.println("The minimal generated number was "+currentMin);
        }
}
```