```
public class AddTwo{

    public static void main (String[] args){
     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 ){

    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){

    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("x=" + result);
        }
}
```

```
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) // all the options of true
    System.out.println(a+","+b+","+c +":true");

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

        }
```

```
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]);
        int min = a;
        int max = b;
        int m = 0;

        if (a > b){
            max = a;
            min = b;
        } else if (a == b) {
            System.out.println("there are not numbers between a and b");
        }

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

        System.out.println("the minimum number is:" + min);
    }
}
```