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

```
public class Coins {
    public static void main(String[] args) {
        int allCoins = Integer.parseInt(args[0]);
        int quarters = (allCoins / 25);
        int cents = (allCoins % 25);
        System.out.println("Use " + quarters + " quarters and " + cents + " 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 x = (c - b) / a;

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

```
public class Triangle {
    public static void main(String[] args) {
        int sideNum1 = Integer.parseInt(args[0]);
        int sideNum2 = Integer.parseInt(args[1]);
        int sideNum3 = Integer.parseInt(args[2]);
        boolean triangleCreation = false;

        if (((sideNum1 + sideNum2) >= sideNum3)
            && ((sideNum1 + sideNum3) >= sideNum2)
            && ((sideNum2 + sideNum3) >= sideNum1)) {
            triangleCreation = true;
        }
        System.out.println(sideNum1 + ", " + sideNum2 + ", " + sideNum3 + ": "  +
        triangleCreation);
    }
}
```

```
public class Gen3 {
    public static void main(String[] args) {
        int firstArg = Integer.parseInt(args[0]);
        int SecondArg = Integer.parseInt(args[1]);
        int biggerArg = (int)(Math.max(firstArg,SecondArg));
        int smallerArg = (int)(Math.min(firstArg,SecondArg));
        int range = (biggerArg - smallerArg);
        int randomNum1 = (int)((range * Math.random()) + smallerArg);
        int randomNum2 = (int)((range * Math.random()) + smallerArg);
        int randomNum3 = (int)((range * Math.random()) + smallerArg);
        int minimalGenerated = Math.min(randomNum1, randomNum2);
        minimalGenerated = Math.min(minimalGenerated, randomNum3);

        System.out.println(randomNum1);
        System.out.println(randomNum2);
        System.out.println(randomNum3);
        System.out.println("The minimal generated number was " + minimalGenerated);
    }
}
```