

AddTwo.java

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {

        //recieving two numbers from the user
        int a , b;
        a = Integer.parseInt(args[0]);
        b = Integer.parseInt(args[1]);

        //printing the sum of the numbers in a fancy way
        System.out.println( a + " + " + b + " = " + (a + b));
    }
}
```

Coins.java

```
/*
 * Write a program that gets a quantity of cents as a command-line
argument.
 * The program prints how to represent this quantity using as many
quarters as possible, plus the remainder in cents.
 */
public class Coins {
    public static void main(String[] args) {

        //receiving information from user
        int amount;
        amount = Integer.parseInt(args[0]);

        //printing the representation in coins
        System.out.println("Use " + (amount / 25) + " quarters
and " + (amount % 25) + " cents");
    }
}
```

LinearEq.java

```
/*
 * Solves linear equations of the form  $a \cdot x + b = c$ .
 * The program gets a, b, and c as command-line arguments,
 * computes x, and prints the result.
 * Treats the three arguments as well as the computed value as
double values
 */
public class LinearEq {
    public static void main(String[] args) {

        //receiving information from user
        double a , b , c;
        a = Integer.parseInt(args[0]);
        b = Integer.parseInt(args[1]);
        c = Integer.parseInt(args[2]);

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

Triangle.java

```
/*
 * Three sides can form a triangle if the sum of the lengths of any
 * two sides is greater than the length of the remaining side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form a
 * triangle.
 */
public class Triangle {
    public static void main(String[] args) {

        //receiving 3 lengths from user
        int a , b , c;

        a = Integer.parseInt(args[0]);
        b = Integer.parseInt(args[1]);
        c = Integer.parseInt(args[2]);

        //checking if the 3 lengths form a triangle
        boolean length1 = a < b + c;
        boolean length2 = b < a + c;
        boolean length3 = c < a + b;

        if (length1 == length2 == length3){
            System.out.println(a + " , " + b + " , " + c + ":
true");
        }
        else{
            System.out.println(a + " , " + b + " , " + c + ":
false");
        }
    }
}
```

GenThree.java

```
/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was
 * generated.
 */
public class GenThree {
    public static void main(String[] args) {

        //receiving information from user
        int a , b;
        a = Integer.parseInt(args[0]);
        b = Integer.parseInt(args[1]);

        //printing a random number in the range the user gave me
        double RandomNum1 = Math.random();
        int num1 = (int) (RandomNum1 * (b - a) + a );
        System.out.println(num1);

        double RandomNum2 = Math.random();
        int num2 = (int) (RandomNum2 * (b - a) + a );
        System.out.println(num2);

        double RandomNum3 = Math.random();
        int num3 = (int) (RandomNum3 * (b - a) + a );
        System.out.println(num3);

        //checking what is the minimal number
        int minimal = 0;
        if (num1 <= num2 && num1 <= num3){
            minimal = num1;
        }
        else if(num2 <= num1 && num2 <= num3){
            minimal = num2;
        }
        else if(num3 <= num1 && num3 <= num2){
            minimal = num3;
        }

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