```java
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) {
    int coins = Integer.parseInt(args[0]);

    int cents = coins % 25;
    int quarters = coins / 25;

    System.out.println("Use " + quarters + " quarters and " + cents + " cents");
  }
}
```

```java
public class GenThree {
  public static void main(String[] args) {
    // Put your code here
    int lb = Integer.parseInt(args[0]); // Lower Bound
    int ub = Integer.parseInt(args[1]); // Upper Bound

    // Generate 3 random numbers between the Lower Bound and Upper Bound by multiplying a random decimal 0-1 by the range
    // and adding to the Lower Bound. They are casted to be integers.
    int randInt = (int) (lb + (Math.random() * (ub - lb)));
    int randInt2 = (int) (lb + (Math.random() * (ub - lb)));
    int randInt3 = (int) (lb + (Math.random() * (ub - lb)));

    int min = Math.min(randInt, Math.min(randInt2, randInt3));

    System.out.println(randInt);
    System.out.println(randInt2);
    System.out.println(randInt3);

    System.out.println("The minimal generated number was " + min);
  }
}
public class LinearEq {
  public static void main(String[] args) {
    // Take in input
    float a = Float.parseFloat(args[0]);
    float b = Float.parseFloat(args[1]);
    float c = Float.parseFloat(args[2]);

    float solution = (c - b)/a;
```

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

```
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]);

    boolean isTriangle = false;

    if ((a + b) > c) {
      isTriangle = true;
    }

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