AddTwo.java

```java
public class AddTwo {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        System.out.print(a + " + " + b + " = " + (a+b));
    }
}
```

Coins.java

```java
public class Coins {
    public static void main(String[] args) {
        int a = Integer.parseInt (args[0]);
        int quarters = a/25;
        int leftover = a % 25;

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

LinearEq.java

```java
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]);
    System.out.println(a + " * x + " + b + " = " + c);
    double x = (c-b)/a;
    System.out.println("x = " + x);
    }
}
```

Triangle.java

```java
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]);
        int check1 = a + b;
        int check2 = b + c;
        int check3 = c + a;
        if (check1 > c && check2 > a) {
            System.out.println(a + ", " + b + ", " + c + ": true");}
        else if (check3 > b && check1 > c){
            System.out.println(a + ", " + b + ", " + c + ": true");}
        else {
            System.out.println(a + ", " + b + ", " + c + ": false");}
    }
}
```

Gen3.java

```java
public class GenThree {
    public static void main(String[] args) {
        int b = Integer.parseInt (args[0]);
        int a = Integer.parseInt (args[1]);
        int random1 = ((int)((Math.random() * (b - a + 1)) + a));
        int random2 = ((int)((Math.random() * (b - a + 1)) + a));
        int random3 = ((int)((Math.random() * (b - a + 1)) + a));

        System.out.println(random1);
        System.out.println(random2);
        System.out.println(random3);

        System.out.print("The minimal number generated was " +
Math.min(Math.min(random1, random2), random3));
    }
}
```