

## AddTwo.java

```
public class AddTwo {  
    public static void main(String[] args) {  
        // User input  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        //calculation  
        int ans = a + b;  
        //print the answer with calculation  
        System.out.println(a + " + " + b + " = " + ans);  
    }  
}
```

# Coins.java

```
public class Coins {  
    public static void main(String[] args) {  
        // User input of coins amount  
        int coins = Integer.parseInt(args[0]);  
        //function that counts how many quarters in coins  
        int quarters = coins / 25;  
        //function that count cents  
        int cents = coins % 25;  
        //print out  
        System.out.println("Use " + quarters + " quarters and  
" + cents + " cents");  
    }  
}
```

# LinearEq.java

```
public class LinearEq {  
    public static void main(String[] args) {  
        // User input of a,b,c  
        double a = Double.parseDouble(args[0]);  
        double b = Double.parseDouble(args[1]);  
        double c = Double.parseDouble(args[2]);  
        // Print out the equation  
        System.out.println(a + " * x + " + b + " = " + c);  
        //assume that a is not 0  
        if (a != 0) {  
            double x = (c - b) / a;  
            System.out.println("x = " + x);  
            // if a = 0, print Error  
        } else {  
            System.out.println("ERROR");  
        }  
    }  
}
```

# Triangle.java

```
public class Triangle {
    public static void main(String[] args) {
        //user input
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);
        //boolean
        boolean triangle = true;
        if ((a + b) < c (a + c) < b (b + c) < a){
            //will print false
            System.out.println(a + ", " + b + ", " + c + ": "
+ !triangle);
        }else{
            //will print true
            System.out.println(a + ", " + b + ", " + c + ": "
+ triangle);
        }
    }
}
```

# GenThree.java

```
public class GenThree {  
    public static void main(String[] args) {  
        //user input for lower and upper bound.  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        // Three random numbers  
        int rand1 = a + (int) (Math.random() * (b-a));  
        int rand2 = a + (int) (Math.random() * (b-a));  
        int rand3 = a + (int) (Math.random() * (b-a));  
        // print random numbers  
        System.out.println(rand1);  
        System.out.println(rand2);  
        System.out.println(rand3);  
        // find the minimal number  
        int min =  
Math.min(Math.min(rand1,rand2),rand3);  
        System.out.println("The minimal generated  
number was: " + min);  
    }  
}
```