AddTwo:

```
public class AddTwo {
	public static void main(String[] args) {

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

		int sum = a + b;

		System.out.println(a + " + " + b + " = " + sum);

	}
}
```

Coins:

```
public class Coins {
	public static void main(String[] args) {

		int cents = Integer.parseInt(args[0]);

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

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

	}
}
```

GenThree:

```
public class GenThree {
	public static void main(String[] args) {

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

		int random1 = (int) ((Math.random() * (b - a)) + a);
		int random2 = (int) ((Math.random() * (b - a)) + a);
		int random3 = (int) ((Math.random() * (b - a)) + a);

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

		System.out.println("The minimal number is: " +
		Math.min(Math.min(random1, random2), random3));

	}
}
```

Triangle:

```
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]);
		boolean d = (a + b) > c && (b + c) > a && (a + c) > b;
		System.out.println(a + ", " + b + ", " + c + ": " + d);
	}
}
```

LinearEQ:

```
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);

	}
}
```