AddTwo:

```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]) ;
       int sum = a + b;
       System.out.println(a + " + " + b + " = " + sum);
    }
}
```

Coins:

```java
public class Coins {
    public static void main(String[] args) {
       // Put your code here
       int coins = Integer.parseInt(args[0]);
       int quarters;
       int cents;
       quarters = coins/25;
       cents = coins%25;
       System.out.println("Use " + quarters + " quarters and " + cents
       + " cents ");
    }
}
```

LinearEq:

```java
public class LinearEq {
    public static void main(String[] args) {
        // Put your code here
        double a = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);

        double solution = (c - b) / a;


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

Triangle:

```
public class Triangle {
    public static void main(String[] args) {
       // Put your code here
       int sideOne = Integer.parseInt(args[0]);
       int sideTwo = Integer.parseInt(args[1]);
       int sideThree = Integer.parseInt(args[2]);

       if(sideOne+sideTwo> sideThree && sideOne+sideThree>sideTwo &&
        sideTwo+sideThree >sideOne)
       {
          System.out.println(sideOne + ", " + sideTwo + ", " + sideThree + ":
          true");
       }
       else {
          System.out.println(sideOne + ", " + sideTwo + ", " + sideThree + ":
          false");
       }
    }
}
```

GenThree:

```java
public class GenThree {
    public static void main(String[] args) {
       // Put your code here
       int a = Integer.parseInt(args[0]);
       int b = Integer.parseInt(args[1]);
       int range;
       int minInRange;

       if(a>b) {
          range = a - b ;
          minInRange = b;
       }
       else {
          range = b - a ;
          minInRange = a;
       }

       int randomA = (int)((Math.random() * range) + minInRange );
       int randomB = (int)((Math.random() * range) + minInRange );
       int randomC = (int)((Math.random() * range) + minInRange );

       int min = Math.min((Math.min(randomA,randomB)),randomC);

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