

AddTwo

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

Coins

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

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

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 isTriangle;  
        isTriangle = ((a + b > c) && (a + c > b) && (b + c > a));  
  
        System.out.print(a + ", " + b + ", " + c + ": ");  
        if (isTriangle) System.out.println("true");  
        else             System.out.println("false");  
    }  
}
```

Gen3

```
public class Gen3 {  
    public static void main(String[] args) {  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int x = (int) (a + Math.random() * (b - a));  
        int y = (int) (a + Math.random() * (b - a));  
        int z = (int) (a + Math.random() * (b - a));  
  
        System.out.println(x);  
        System.out.println(y);  
        System.out.println(z);  
        System.out.println("The minimal generated number was " +  
                           Math.min(z, Math.min(x, y)));  
    }  
}
```