AddTwo:

```java
/*
 * Adds two given integers and prints the result in a fancy way.
 */
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:

```
/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program prints how to represent this quantity using as many quarters as possible, plus the remainder in cents.
 */
public class Coins {
        public static void main(String[] args) {

                int cents =  Integer.parseInt(args[0]) ;
                int quarters = cents/25 ;
                int remainder = cents%25 ;


                System.out.println("Use " + quarters +  " quarters and " + remainder + " cents");
        }
}
```

<u>LinearEq:</u>

```java
/*
 * Solves linear equations of the form a·x + b = c.
 * The program gets a, b, and c as command-line arguments,
 * computes x, and prints the result.
 * Treats the three arguments as well as the computed value as double values
 */
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) ;
        }


}
```

Triangle

```
/*
 * Three sides can form a triangle if the sum of the lengths of any two sides is greater than the length of the remaining side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form 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]) ;

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

        }
}
```

GenThree:

```java
/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */
public class GenThree {
        public static void main(String[] args) {
                int minBorder = Math.min(Integer.parseInt(args[0]),Integer.parseInt(args[1])) ;
                int maxBorder = Math.max (Integer.parseInt(args[0]),Integer.parseInt(args[1])) ;
                int range = maxBorder - minBorder ;


                int a =(int)( Math.random()*range + 1) + minBorder ;
                int b =(int)( Math.random()*range + 1) + minBorder ;
                int c =(int)( Math.random()*range + 1) + minBorder ;


                System.out.println("The 3 numbers are:") ;
                System.out.println(a) ;
                System.out.println(b) ;
                System.out.println(c) ;


                int minNumTemp = Math.min(a,b) ;
                int minNum = Math.min(minNumTemp,c) ;


                System.out.println("the minimal generated number was:" + minNum) ;


        }
}
```