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

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

```
class GenThree {
public static void main(String args[]) {
      // prints a random value in [a,b)
           int a = Integer.parseInt(args[0]);
           int b = Integer.parseInt(args[1]);

           int x = (int)((Math.random() * (b - a)) + a);
                    System.out.println(x);

           int y = (int)((Math.random() * (b - a)) + a);
                     System.out.println(y);

           int z = (int)((Math.random() * (b - a)) + a);
                    System.out.println(z);

           int t = (int)(Math.min(x,y));
           int l = (int)(Math.min(x,z));
           int f =  (int)(Math.min(l,t));
      System.out.println("The minimal generated number was" + " " + f);
}
}
```

```
class LinearEq {
public static void main(String args[]) {
        double a = Integer.parseInt(args[0]);
        double b = Integer.parseInt(args[1]);
        double c = Integer.parseInt(args[2]);
        double x = ((c - b) / a);
System.out.println(a + " " + "*" + " " + "x" + " " + "+" + " " + b + " " + "=" + " " + c );
System.out.println("x" + " " + "=" + " " + x);
}
}
```

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