AddTwo

```
public class AddTwo {
   public static void main(String[] args) {
      int x = Integer.parseInt(args[0]);
      int y = Integer.parseInt(args[1]);


      int sum = 0;
      sum = x + y ;
      System.out.println(x + " + " + y + " = " + sum);
   }
}
```

Coins

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

Linear Equation Solver

```
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

```
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 = true;
        if (a + b < c || b + c < a || a + c < b)
        {
           IsTriangle = false ;
        }

 System.out.println(a + ", " + b + ", " + c +": " + IsTriangle);
    }
}
```

GenThree

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

       int x1 = ((int)(Math.random() * (b-a) )) +  a ;
       int x2 = ((int)(Math.random() * (b-a) )) +  a ;
       int x3 = ((int)(Math.random() * (b-a) )) +  a ;

       int min = x1;
       if (x2 < min) {
          min = x2;
       }
       if (x3<min) {
          min = x3;
       }


      System.out.println(x1);
      System.out.println(x2);
      System.out.println(x3);
      System.out.println(" The minimal generated number was " + min);

   }
}
```