1.AddTwo

```java
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));

    }
}
```

2.Coins

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

    }
}
```

3. Linear Equation Solver

```java
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));

    }
}
```

4. Triangle

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

    }
}
```

5. Gen3

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