```java
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 );

        }

}
```

```java
public class Coins {

    public static void main(String[] args) {

        int totalCents = Integer.parseInt(args[0]);

        int quarters = totalCents / 25;

        int cents = totalCents % 25;

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

    }
}
```

```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]);

                double x = ((c - b) / a);

                System.out.println(a + " * x + " + b + " = " + c );

                System.out.println("X = " + x);

        }

}
```

```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");

        }

    }
}
```

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

    }
}
```