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));
    }
}
```

Coins

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

LinearEq

```
public class LinearEq {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = (int)(Math.random() * (a - b) + b);
        int c1 = (int)(Math.random() * (a - b) + b);
        int c2 = (int)(Math.random() * (a - b) + b);
        System.out.println(c);
        System.out.println(c1);
        System.out.println(c2);
        int mini = Math.min(c, c1);
        int minimum = Math.min(mini, c2);
        System.out.println("The minimal generated item was " + minimum);
    }
}
```

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 triangle;
        triangle = (a + b > c) & (a + c > b) & (b + c > a);
        System.out.println(a + ", " + b + ", " + c + ":" + triangle);
    }
}
```

Gen3

```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) {
        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));
    }
}
```