```
 //The program add two given integers and prints the result.
public class AddTwo}
        public static void main(String[] args)}
                 //Set two variables according to the given numbers
                int a = Integer.parseInt ( args[0] );
                int b = Integer.parseInt ( args[1] );
                //Prints the result of adding the two given numbers.
                System.out.println ( a + " + " + b + " = " + (a+b));
        {
{
```

```
//The program gets a number of cents as a commandline argument and prints
//how to represent this quantity using as many quarters as possible plus
//the remainder in cents
public class Coins {
	public static void main(String[] args) {
		// Set one variable according to the amount of money.
		int a = Integer.parseInt ( args[0] );
		// Calculate the amount of quarters and cents
		int quarters = a/25;
		int cents = a%25;
		// Prints the result
		System.out.println ( "Use " + quarters + " quarters and " + cents
+ " cents");
	}
}
```

```
// The program solves linear equations of the form a*x + b = c
public class LinearEq {
	public static void main(String[] args) {
		// Set three variables according to the given numbers.
		double a = Double.parseDouble ( args[0] );
		double b = Double.parseDouble ( args[1] );
		double c = Double.parseDouble ( args[2] );
		// Calculates x
		double sol = (c-b)/a;
		// Prints the linear equations.
		System.out.println ( a + " * x + " + b + " = " + c);
		// Prints the solution of x.
		System.out.println ( " x = " + sol);
	}
}
```

```
// The program tests if three given integers
// form a triangle.
public class Triangle {
        public static void main(String[] args)       {
                // Set three variables according to the given integers.
                int a = Integer.parseInt ( args[0] );
                int b = Integer.parseInt ( args[1] );
                int c = Integer.parseInt ( args[2] );
                // Check if the three given integers can form
                //a triangle.
                boolean check = (a+b>c) && (a+c>b) && (b+c>a);
                // Prints the result.
                System.out.println ( a + ", "+ b + ", " + c + ": " + check);
        }
}
```

```
// The program generates three random integers, each in a given range [a,b),
// i.e. greater than or equal to a and less than b, prints them, and then prints the minimal number
//that was generated.
public class Gen3 {
	public static void main(String[] args) {
		// Set two variables according to the
		//given integers to set the range.
		int a = Integer.parseInt ( args[0] );
		int b = Integer.parseInt ( args[1] );
		//Generates three numbers in the given range.
		int gen1 = (int)(((b-a)*Math.random())+a);
		int gen2 = (int)(((b-a)*Math.random())+a);
		int gen3 = (int)(((b-a)*Math.random())+a);
		// Prints the three generated numbers.
		System.out.println (gen1);
		System.out.println (gen2);
		System.out.println (gen3);
		// Check which one is the minimal generated number.
		int min = Math.min(gen1, gen2);
		if(gen3<min){
			min = gen3;
		}
		// Prints the minimal generated number.
		System.out.println ("The minimal generated number was " + min);

	}
}
```