```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
	public static void main(String[] args) {
	int a = Integer.parseInt(args[0]);
	int b = Integer.parseInt(args[1]);
	int
	System.out.println(a + " + " + b + " = " + (a + b));
	}
}
```

```
/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program 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) {
		int cents = Integer.parseInt(args[0]);
		int quarters = cents / 25;
		int remainder = cents % 25;
		System.out.println("Quarters: " + quarters + “and remaining cents: " +
		remainder);
	}
}
```

```
/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);

        int num1 = (int) (Math.random() * (b - a) + a);
        int num2 = (int) (Math.random() * (b - a) + a);
        int num3 = (int) (Math.random() * (b - a) + a);

        int min = Math.min(Math.min(num1, num2), num3);

        System.out.println("The minimal number is: " + min);
    }
}
```

```
/*
 * Solves linear equations of the form a·x + b = c.
 * The program gets a, b, and c as command-line arguments,
 * computes x, and prints the result.
 * Treats the three arguments as well as the computed value as double values
 */
public class LinearEq {
	double a = Double.parseDouble(args[0]);
	double b = Double.parseDouble(args[1]);
	double c = Double.parseDouble(args[2]);

	double z = c - b;
	double x = z / a;

	System.out.println(“x equals: “ + x);
}
```

```
/*
 * Three sides can form a triangle if the sum of the lengths of any two sides is greater
than the length of the remaining side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form a triangle.
 */
public class Triangle {
	public static void main(String[] args) {

	int side1 = Integer.parseInt(args[0]);
	int side2 = Integer.parseInt(args[1]);
	int side3 = Integer.parseInt(args[2]);

	if ((side1 + side2 > side3) && (side1 + side3 > side2) && (side2 + side3 > side1))
{
		System.out.println("These integers form a triangle");
	}
	else {
		System.out.println("These integers do not form a triangle");
		}
	}
}
```