```java
public class AddTwo {
    //gets 2 numbers as input, prints sum in a fancy way
    public static void main (String[] args) {
        //gets input from user
        int a = Integer.parseInt(args[0]),
            b = Integer.parseInt(args[1]);

        System.out.println(a + " + " + b + " = " + (a + b));
        }
    }
```

```java
public class Coins {
    //gets amount of cents as input, prints same value in quarters and cents
    public static void main (String[] args) {
        //gets input from user
        int centsInput = Integer.parseInt(args[0]);

        int quarters = centsInput / 25,
            centsRemainder = centsInput % 25;

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

```java
public class LinearEq {
    //gets 3 numbers as input, prints a linear equation and solves for x
    public static void main (String[] args) {
        //gets arguments from user
        double a = Double.parseDouble(args[0]),
               b = Double.parseDouble(args[1]),
               c = Double.parseDouble(args[2]);

        //prints the equation before solving
        System.out.println(a + " * x + " + b + " = " + c);

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

        System.out.println("x = " + x);
    }
}
```

```java
public class Triangle {
    //gets 3 numbers as inputs, prints whether they can form a triangle
    public static void main (String[] args) {
        //gets values form user
        int a = Integer.parseInt(args[0]),
            b = Integer.parseInt(args[1]),
            c = Integer.parseInt(args[2]);

        //declares a boolean that will be true if user's input can be triangle
        boolean isTriangle = (a + b > c) && (a + c > b) && (b + c > a);

        System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);
    }
}
```

```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) {
        //gets lower and upper limit from user
        int lowerLimit = Integer.parseInt(args[0]),
            upperLimit = Integer.parseInt(args[1]);

        //declares possible range of generated random numbers
        int range = upperLimit - lowerLimit;

        int rand1 = lowerLimit + (int) (Math.random() * range),
            rand2 = lowerLimit + (int) (Math.random() * range),
            rand3 = lowerLimit + (int) (Math.random() * range);

        System.out.println(rand1);
        System.out.println(rand2);
        System.out.println(rand3);

        //checks which random number is minimal
        int minimalRand = Math.min(Math.min(rand1, rand2), rand3);
        System.out.println("The minimal generated number was " + minimalRand);
    }
}
```