AddTwo.java

```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 total = Integer.parseInt(args[0]);
    int quarter = total/25;
    int remainder= total%25;
    System.out.println("Use "+ quarter + " quarters and "+ remainder
+"cents" );
  }
}
```

LineaEq.java

```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 ans=(c-b)/a;      // x ≠ 0  a · x + b=c  Both are equal   x=c-b/a
  String  linear = a+" * x "+"+ "+b+ " = "+c+"";
   System.out.println(linear + "\n" +"x = " +ans );

}
}
```

Triangle.java

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

Gen3.java

```
 public static void main(String[] args) {
  int lowBound= Integer.parseInt(args[0]);
  int upBound=  Integer.parseInt(args[1]);
  int rand1=(int) (Math.random ()* (upBound-lowBound))+lowBound;
  int rand2=(int) (Math.random ()* (upBound-lowBound))+lowBound;
  int rand3=(int) (Math.random ()* (upBound-lowBound))+lowBound;
  int minimal= Math.min(rand3, rand2);
  minimal= Math.min(minimal, rand1);
  System.out.println(rand1+"\n"+rand2+"\n"+rand3+"\n"+
  "The minimal generated number was "+ minimal);

 }
}
```