Livia Wyler
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```java
public class AddTwo {
   public static void main(String[] args) {
       // Put your code here
       int a = Integer.parseInt(args[0]);
       int b = Integer.parseInt(args[1]);
       System.out.println("" + a + " + " + b + " = " + (a + b));
   }

}
```

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```java
public class Coins {
   public static void main(String[] args) {
       // Put your code here
       int a = Integer.parseInt(args[0]);
       int q = a / 25;
       int c = a % 25;
       System.out.println("Use " + q + " quarters and "+ c + "cents");

   }
}
```

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```java
public class LinearEq {
   // Put your code here
   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);
        Double x = (c - b)/a;
        System.out.println("X = " + x);

   }

}
```

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```java
public class Triangle {
   public static void main(String[] args) {
       // Put your code here
       int a = Integer.parseInt(args[0]);
       int b = Integer.parseInt(args[1]) ;
       int c = Integer.parseInt(args[2]);

       Boolean isTriangle = (a + b) > c || (a + c) > b || (b + c) > a;

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









   }
}
```

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```java
public class GenThree {
   public static void main(String[] args) {
       // Put your code here
       double minRange = Double.parseDouble(args[0]);
       double maxRange = Double.parseDouble(args[1]);

       int rand1 = (int)((maxRange - minRange) * Math.random() + minRange);
       int rand2 = (int)((maxRange - minRange) * Math.random() + minRange);
       int rand3 = (int)((maxRange - minRange) * Math.random() + minRange);

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

       int minAB = Math.min(rand1, rand2);
       int min = Math.min(minAB, rand3);

       System.out.println("The minimal generated number was " + min);



   }
}
```