```
public class AddTwo {
    public static void main(String[] args) {
        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);
        int sum = num1 + num2;
        System.out.println(num1 + " + " + num2  + " = " + sum);
    }
}
```

```
public class Coins {
    public static void main(String[] args) {
        int coins = Integer.parseInt(args[0]);
        int quarters = coins / 25;
        int cents = coins % 25;
        System.out.println("Use " + quarters + " quarters and " +
cents + " cents");
    }
}
```

```
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]);

        String equation = a+" * x + " + b + " = " + c;
        double x = (c - b) / (double) a;
        System.out.println(equation);
        System.out.println("x = " + x);
    }
}
```

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

```
import java.util.Random;

public class GenThree {
    public static void main(String[] args) {
        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);

        if (num1 >= num2) {
            System.out.println("Invalid range. Number 2 must be
greater than number 1.");
            return;
        }

        Random random = new Random();
        int random1 = random.nextInt(num2 - num1) + num1;
        int random2 = random.nextInt(num2 - num1) + num1;
        int random3 = random.nextInt(num2 - num1) + num1;

        System.out.println(random1);
        System.out.println(random2);
        System.out.println(random3);

        /*
         * First I'm comparing between random1 and random2 using
MathMin().
         * The smaller between then get campared with random3,
using the MathMin() call again.
         */
        int minNum = Math.min(Math.min(random1, random2),
random3);
        System.out.println("The minimal generated number was " +
minNum);
    }
}
```