

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {
        // Put your code here

        int x=Integer.parseInt(args[0]);
        int y= Integer.parseInt(args[1]);
        int sum= x+y;
        System.out.println(x+" + "+y+" = "+sum);
    }
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/*
 * 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) {
        // Put your code here
        int x=Integer.parseInt(args[0]);
        int cent, quarter;
        quarter= x/25;
        cent= x-(quarter*25);
        System.out.println("Use " + quarter + " quarters "+ "and "+ cent+ "
cents");
    }
}

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/*
 * Solves linear equations of the form  $a \cdot x + b = c$ .
 * 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 {
    public static void main(String[] args){
        // Put your code here

        double a=Double.parseDouble(args[0]);
        double b=Double.parseDouble(args[1]);
        double c=Double.parseDouble(args[2]);

        double x;

        x= (c-b);

        x=x/a;

        System.out.println(a+ " * x "+"+ b + " = " + c);
        System.out.println("x = "+x);
    }
}

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        double x;
        x= (c-b);
        x=x/a;
        System.out.println(a+ " * x "+"+ b + " = " + c);
        System.out.println("x = "+x);
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/*  
 * 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.  
 */
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```
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]);  
  
        if ( (a+b)<c || (a+c)<b || (b+c)<a)  
            System.out.println(a + ", " + b+ ", " + c+ ": " +"false");  
        else System.out.println(a + ", " + b+ ", " + c+ ": " +"true");  
    }  
}
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/*
 * 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) {
        // Put your code here
        int a=Integer.parseInt(args[0]);
        int b=Integer.parseInt(args[1]);
        int x,y,z,min;
        x=(int)(Math.random()*((Math.max(a,b)-
Math.min(a,b)))+Math.min(a,b));
        y=(int)(Math.random()*((Math.max(a,b)-
Math.min(a,b)))+Math.min(a,b));
        z=(int)(Math.random()*((Math.max(a,b)-
Math.min(a,b)))+Math.min(a,b));
        System.out.println(x);
        System.out.println(y);
        System.out.println(z);
        min=Math.min(Math.min(x,y),z);
        System.out.println("The minimal generated number was " +min);
    }
}

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        int x,y,z,min;
        x=(int)(Math.random()*((Math.max(a,b)-Math.min(a,b)))+Math.min(a,b));
        y=(int)(Math.random()*((Math.max(a,b)-Math.min(a,b)))+Math.min(a,b));
        z=(int)(Math.random()*((Math.max(a,b)-Math.min(a,b)))+Math.min(a,b));
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