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/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {
        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);

        System.out.println(args[0] + " + " + args[1] + " = " + (num1 +
num2));
    }
}
```

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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) {
        int inputNum = Integer.parseInt(args[0]);
        int quarters = inputNum / 25;
        int cents = inputNum % 25;

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

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/*
 * Solves linear equations of the form  $ax + b = c$ .
 * 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) {
        double a = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);

        double x = (c - b) / 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.
 */
public class Triangle {
    public static void main(String[] args) {
        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);
        int num3 = Integer.parseInt(args[2]);

        // check if the three sides can form a triangle by using the
Triangle Inequality Theorem
        boolean isTriangle = (num1 + num2 > num3) && (num1 + num3
> num2) && (num2 + num3 > num1);

        System.out.println(args[0] + ", " + args[1] + ", " + args[2] + ": " +
isTriangle);
    }
}

```

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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.
 */

import java.lang.Math;

public class GenThree {
    public static void main(String[] args) {
        int min, max;

        int num1 = Integer.parseInt(args[0]);
        int num2 = Integer.parseInt(args[1]);

        if (num1 <= num2) {
            min = num1;
            max = num2;
        }
        else {
            min = num2;
            max = num1;
        }

        /* Math.random() generate random double number in the range
[0,1), then we'll multiply it by the
        * difference (max - min) in order to get a number in the range [0,
max-min).

        * And then we will cast it to type int to remove the decimal part.
        * And lastly we'll add it to min to get a random number in the
range [min, max).
        */
        int randNum1 = min + (int)(Math.random() * (max - min));
        int randNum2 = min + (int)(Math.random() * (max - min));
        int randNum3 = min + (int)(Math.random() * (max - min));

        // print the 3 random numbers that the program generated
        System.out.println(randNum1);
        System.out.println(randNum2);
        System.out.println(randNum3);

        // print the minimum number out of the 3 random numbers that
were generated
        if ((randNum1 <= randNum2) && (randNum1 <= randNum3)) {
            System.out.println("The minimal generated number
was " + randNum1);
        }
        else if ((randNum2 <= randNum1) && (randNum2 <=
randNum3)) {

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was " + randNum2);  
    }  
    else  
was " + randNum3);  
    }  
}
```

System.out.println("The minimal generated number

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