```
/*
 * 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));
	}
}
```

```
/*
 * 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");
	}
}
```

```
/*
 * Solves linear equations of the form a·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) {
				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);
		}
}
```

```
/*
 * 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);
	}
}
```

```
/*
 * 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
			 * differance (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)) {
```

```
                                        System.out.println("The minimal generated number
was " + randNum2);
                                }
                                else
                                        System.out.println("The minimal generated number
was " + randNum3);
                }
}
```