```
/*
  * Adds two given integers and prints the result in a fancy way.
  */
public class AddTwo {
    public static void main(String [] args) {
        // get params a and b using args, and casting to integers
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);

        int sum = a+b; // set to a new variable the v value of a + b

        System.out.println(a+ " + " +b + " = "+ sum); // print the
result as requested
    }
}
```

```
public class Coins {
    public static void main(String[] args) {
        // get param coins using args, and casting to integer
        int coins = Integer.parseInt(args[0]);

        int quarters = coins/25; // get the number of quarters, 1

quarter = 25 cents
        int cents = coins%25; // get the remainder using %
        // print the result as requested
        System.out.println("Use "+ quarters +" quarters and "+ cents +"
" cents");
    }
}
```

```
public class LinearEq {
    public static void main(String[] args) {
        double a = Double.parseDouble(args[0]); // get param a from
    args and cast to double
        double b = Double.parseDouble((args[1])); // get param b from
    args and cast to double
        double c = Double.parseDouble((args[2])); // get param c from
    args and cast to double

        double x = (c-b)/a; // calculate the value of x (using 3
    doubles)

        // print the result at the requested format
        System.out.println(a+" * x + "+b +" = "+c);
        System.out.println("x = "+x);
    }
}
```

```
public static void main(String[] args) {
   int a = Integer.parseInt(args[0]); // get param a from args
   int b = Integer.parseInt(args[1]); // get param b from args
   int c = Integer.parseInt(args[2]); // get param c from args
   System.out.println(a+", "+ b+", "+c+": "+ checkFinal); //
```

```
public class GenThree {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]); // get param a from args
    and cast to int
        int b = Integer.parseInt(args[1]); // get param b from args
    and cast to int

        // to get the range we need to get the bigger and the smaller
    number by using math library
        int max = Math.max(a,b); // get the bigger number using
    math.max function
        int min = Math.min(a,b); // get the smaller number using
    math.min function

    int random_number1 = (int) (Math.random() * (max - min)) +min;
// generate number 1 using math.random, casting the result to int
        int random_number2 = (int) (Math.random() * (max - min)) +min;
// generate number 2 using math.random, casting the result to int
        int random_number3 = (int) (Math.random() * (max - min)) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (Math.random() * (max - min)) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (Math.random() * (max - min)) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (Math.random() * (max - min)) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (math.random) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (math.random) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (math.random) +min;
// generate number 3 using math.random, casting the result to int
        int random_number3 = (int) (math.random) +min;
// generate number 3 using math.random, casting the result to int
        int random_number 3 using math.random, casting the result to int
        int random_number3 = (int) (math.random) +min;
// generate number 4 using math.random, casting the result to int
        int random_num
```