AddTwo

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

      //printing
      System.out.println (firstNumber + " + " + SecondNumber + " = " +
(firstNumber+SecondNumber));
   }
}
```

Coins

```
/*
 * 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 centsNumber = Integer.parseInt(args[0]);

	//calculation
	int quarter = centsNumber/25;
	int cents = centsNumber%25;

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

LinearEq

```
/*
 * 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 = Integer.parseInt(args[0]);
      double b = Integer.parseInt(args[1]);
      double c = Integer.parseInt(args[2]);

      //calculation
      double result = ((c-b)/a);

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

Triangle

```
/*
 * 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 a = Integer.parseInt(args[0]);
      int b = Integer.parseInt(args[1]);
      int c = Integer.parseInt(args[2]);
      boolean res= ((a+b) > c) && ((a+c) >b) && ((b+c) > a);

      //cheking if its a triangle or not
       System.out.println( a + ", " + b + ", " + c + ": " + res);

   }
}
```

GenThree

```
/*
 * 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) {
      int minRange = Integer.parseInt(args[0]);
      int maxRange = Integer.parseInt(args[1]);

      int firstNum = minRange + (int)(Math.random() * ((maxRange - minRange)));
      int seconedNum = minRange + (int)(Math.random() * ((maxRange - minRange)));
      int thirdNum = minRange + (int)(Math.random() * ((maxRange - minRange)));

      //printing
      System.out.println(firstNum);
      System.out.println(seconedNum);
      System.out.println(thirdNum);
      System.out.println ("The minimal generated number was " +
Math.min(Math.min(firstNum, seconedNum), thirdNum));
   }
}
```