AddTwo.java

```
/*
 * 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[1]);
        int secondNumber = Integer.parseInt(args[1]);

        int sum = firstNumber + secondNumber;

        System.out.println(firstNumber +
           " + " + secondNumber + " = " + sum);
    }
}
```

Coins.java

```
/*
 * 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[1]);
        int secondNumber = Integer.parseInt(args[1]);

        int sum = firstNumber + secondNumber;

        System.out.println(firstNumber + " + " +
           secondNumber + " = " + sum);
    }
}
```

LinearEq.java

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

Triangle.java

```
/*
 * 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 side1 = Integer.parseInt(args[0]);
        int side2 = Integer.parseInt(args[1]);
        int side3 = Integer.parseInt(args[2]);

        boolean isValidTriangle = true;

        if (side1 + side2 < side3 ||
            side1 + side3 < side2 ||
            side2 + side3 < side1) {
            isValidTriangle = false;
        }

        System.out.println(side1 + ", " + side2 +
           ", " + side3 + ": " + isValidTriangle);
    }
}
```

GenThree.java

```
import java.util.Random;

/*
 * 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 lowerBound = Integer.parseInt(args[0]);
        int upperBound = Integer.parseInt(args[1]);

        /**
         * Create random Object Generator
         */
        Random rand = new Random();

        int lowestNumberGenerated = upperBound;
        int generatedNumber;
        for (int i = 0; i < 3; ++i) {
            generatedNumber =
                    rand.nextInt(
                      upperBound - lowerBound) + lowerBound;
            System.out.println(generatedNumber);

            // Could use min function here
            // lowestNumberGenerated =
            //     Math.min(lowestNumberGenerated, generatedNumber);
            if (generatedNumber < lowestNumberGenerated) {
                lowestNumberGenerated = generatedNumber;
            }
        }

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