

```
public class AddTwo {  
    public static void main(String[] args) {  
        int x = Integer.parseInt(args[0]);  
        int y = Integer.parseInt(args[1]);  
        int z = x+y;  
  
        System.out.print(x+" + "+y+" = "+z);  
    }  
}
```

```
public class Coins {  
    public static void main(String[] args)  
    int x = Integer.parseInt(args[0]);  
    int y;  
    y=x%25;  
    x=x/25;  
    System.out.print("Use "+x+" quarters and "+y+" cents.");  
}  
}
```

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

```
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 result = ((a + b) > c) && ((a + c) > b) && ((b + c) > a);  
        System.out.print(a + ", " + b + ", " + c + ": " + result);  
  
    }  
}
```

```

public class GenThree {
    public static void main(String[] args) {

        int randOne;
        int randTwo;
        int randThree;
        int randMin;
        int min;
        int max;
        min = Integer.parseInt(args[0]);
        max = Integer.parseInt(args[1]);
        randOne = (int)(Math.random() * (max - min)+min);
        randTwo = (int)(Math.random() * (max - min)+min);
        randThree = (int)(Math.random() * (max - min)+min);
        randMin = Math.min(randOne, Math.min(randTwo,randThree));

        System.out.println(randOne);
        System.out.println(randTwo);
        System.out.println(randThree);
        System.out.println("The minimal generated number was "+
randMin);
    }
}

```