

```
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);
    }
}

```