AddTwo

```java
public class AddTwo {
    public static void main(String[] args) {
        // add two given integer
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = a+b;
        // prints the sum of a+b
        System.out.println(a+" + "+b+" = "+c);
 }


}
```

Coins

```java
public class Coins {
    public static void main(String[] args) {
        // add amount of cents
        int money = Integer.parseInt(args[0]);
        int quarters = money/25;
        int cents = money%25;
        // prints the summerise of qurters and cents needed
        System.out.println("Use "+quarters+" quarters and "+cents+" cents" );
    }


}
```

LinearEq

```java
public class LinearEq {
    public static void main(String[] args) {
        // enter linear equations of the form a * x + b = c as an a b c arguments
            double a = Double.parseDouble(args[0]);
            double b = Double.parseDouble(args[1]);
            double c = Double.parseDouble(args[2]);
            double x = (c-b)/a;
            // prints the equation and the x answer
            System.out.println(a+" * x"+" + "+b+" = "+c);
            System.out.println("x = "+x);
        }
    }
```

Triangle

```java
public class Triangle {
    public static void main(String[] args) {
        // enter 3 arguments each one as an option for for a triangle side value
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);
        boolean tri=false;
        tri=(a+b>c) && (b+c>a) && (a+c>b);
        System.out.println(a+", "+b+", "+c+": "+tri);
    }
}
```

GenThree

```java
public class GenThree {
  public static void main(String[] args) {
    // enter 2 numbers
    int a = Integer.parseInt(args[0]);
    int b = Integer.parseInt(args[1]);
    //for finding the range between the upcoming random numbers i need to find which one is bigger
    int min = Math.min(a,b);
    int max = Math.max(a,b);
    //range is important for finding the multiply number
    int range= max-min;
    int num1= (int)(Math.random()*range) + min;
    int num2= (int)(Math.random()*range) + min;
    int num3= (int)(Math.random()*range) + min;
    //min between first 2  random numbers
    int minimal= Math.min(num1,num2);
    System.out.println(num1);
    System.out.println(num2);
    System.out.println(num3);
    System.out.println("The minimal generated number was "+ Math.min(minimal, num3));

  }
}
```