public class AddTwo {

public static void main(String[] args) {

// Prints the sum of the two numbers

int sum = Integer.parseInt(args[0]) + Integer.parseInt(args[1]);

System.out.println(args[0] + " + " + args[1] + " = " + sum);

}

}

public class Coins {

public static void main(String[] args) {

// Get the amount of coins and print the number of quaters and cents it represents

int quarters = Integer.parseInt(args[0]) / 25;

int cents = Integer.parseInt(args[0]) % 25;

System.out.println("Use " + quarters + " quarters and " + cents + " cents");

}

}

public class Linear {

public static void main(String[] args) {

// given equation a \* x + b = c, calculate the x and print it

double x = ( Double.parseDouble(args[2]) - Double.parseDouble(args[1])) / Double.parseDouble(args[0]);

System.out.println("x = " + x);

}

}

public class Triangle {

public static void main(String[] args) {

// Prints true if the sum of the lengths of any two sides is greater than the

// length of the remaining side.

double a = Double.parseDouble(args[0]), b = Double.parseDouble(args[1]), c = Double.parseDouble(args[2]);

if (a < b + c && b < a + c && c < a + b){

System.out.println(args[0] + " " + args[1] + " " + args[2] + ": true");

}

else{

System.out.println(args[0] + " " + args[1] + " " + args[2] + ": false");

}

}

}

import java.util.Random;

public class Gen3 {

public static void main(String[] args) {

// generates three random integers, each in a given range [a,b),

// i.e. greater than or equal to a and less than b, prints them, and then prints the minimal number

// that was generated

Random rand = new Random();

int min = Integer.parseInt(args[0]);

int max = Integer.parseInt(args[1]);

int rnd1 = rand.nextInt((max - min) + 1) + min;

int rnd2 = rand.nextInt((max - min) + 1) + min;

int rnd3 = rand.nextInt((max - min) + 1) + min;

int minimum = Math.min(rnd1, rnd2);

minimum = Math.min(minimum, rnd3);

System.out.println(rnd1 + "\n" + rnd2 + "\n" + rnd3 + "\n" + "The minimal generated number was " + minimum);

}

}