```
public class AddTwo{
	public static void main(String[] args){
	int num1 = Integer.parseInt(args[0]);
	int num2 = Integer.parseInt(args[1]);
	System.out.println( num1 + " + " + num2 + " = " + (num1+num2));
	}
}
```

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

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

        int quarters = coins / 25;
        int cent = coins % 25;

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

```
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 check_if_triangle = (side1 + side2 > side3) && (side2 + side3 > side1)
&& (side3 + side1 > side2);

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

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

      double x = 0.0;
      double a = Double.parseDouble(args[0]);
      double b = Double.parseDouble(args[1]);
      double c = Double.parseDouble(args[2]);

      x = (c - b) / a;

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

```
import java.util.Random;

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

      int num1 = Integer.parseInt(args[0]);
      int num2 = Integer.parseInt(args[1]);

      Random random = new Random();
      int random1 = random.nextInt(Math.max(num1, num2) - Math.min(num1,
num2)) + Math.min(num1, num2);
      int random2 = random.nextInt(Math.max(num1, num2) - Math.min(num1,
num2)) + Math.min(num1, num2);
      int random3 = random.nextInt(Math.max(num1, num2) - Math.min(num1,
num2)) + Math.min(num1, num2);
      int min_num = Math.min(Math.min(random1, random2), random3);

      System.out.println(random1 + "\n" + random2 + "\n" + random3);
      System.out.println("The minimal generated number was " + min_num);
   }
}
```