<u>AddTwo</u>

```
class AddTwo {
public static void main(String args[]) {
    Integer a = Integer.parseInt(args[0]);
    Integer b = Integer.parseInt(args[1]);

    Integer result = a + b;
        System.out.println(a + " + " + b + " = " + result);
}
```

<u>Coins</u>

```
class Coins {
public static void main(String args[]) {
    Integer a = Integer.parseInt(args[0]);

    Integer num_quar = (a/25);
    Integer cents = (a%25);
        System.out.println("Use " + num_quar + " quarters " + "and "+ cents + " cents ");
}
```

<u>LinearEq</u>

Triangle

```
class Triangle {
public static void main(String args[]) {
    Integer a = Integer.parseInt(args[0]);
    Integer b = Integer.parseInt(args[1]);
    Integer c = Integer.parseInt(args[2]);

    Boolean result = (((a+b)>c) && ((a+c>b)) && ((b+c)>a));

    System.out.println(a + ", " + b + ", " + c + ": " + result);
}
```

Gen3

```
import java.util.concurrent.ThreadLocalRandom;

class Gen3 {
  public static void main(String args[]) {
        Integer a = Integer.parseInt(args[0]);
        Integer b = Integer.parseInt(args[1]);

        Integer random_number1 = ThreadLocalRandom.current().nextInt(a,(b-1));
        Integer random_number2 = ThreadLocalRandom.current().nextInt(a,(b-1));
        Integer random_number3 = ThreadLocalRandom.current().nextInt(a,(b-1));

        Integer min_num1 = Math.min(random_number1, random_number2);
        Integer min_num2 = Math.min(random_number2, random_number3);

        Integer min_num = Math.min(min_num1, min_num2);

        System.out.println(random_number1);
        System.out.println(random_number3);
        System.out.println(random_number3);
        System.out.println("The minimal generated number was " + min_num);
}
}
```