```java
public class AddTwo {
    /**
     * @param args
     */
    public static void main(String[] args) {
        //3 and  5 are user input and they can be other values and the program will still work
        int a = Integer.parseInt(args[0]);
        int b =  Integer.parseInt(args[0]);
        System.out.println (a+ " + "+b +"  = . "+(a+b));


    }
```

```java
public class Coins {
    public static void main(String[] args) {
        // the coins value is given by user input and the program will run with any other value
        int coins =  Integer.parseInt(args[0]);
        int quarters = coins/25;
        int cents = coins%25;
        System.out.println("Use "+ quarters+ " quarters and "+ cents+" cents");;


    }
}
```

```java
public class LinearEq {
    public static void main(String[] args){
        //idk if i should just give random values to a,b and c or do it with arg[]?
        double a = Double.parseDouble(args[0]);
        double b= Double.parseDouble(args[1]);
        double c= Double.parseDouble(args[2]);
        double x  = (c+b)/a;
        System.out.println(a+"*x + "+b+" = "+c);
        System.out.println("x = "+x);


    }
}
```

```java
public 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]);

        if (side1 + side2 > side3 && side1 + side3 > side2 && side2 + side3 > side1 ) {
            System.out.println("true");

        }
        else{
                System.out.println("false");



        }
    }
}
```

```java
public class GenThree {
    public static void main(String[] args) {
        System.out.println("enter  range");

        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);


        int randomValue1 = (int) (a+ Math.random() * (b - a));
        int randomValue2 = (int) (a+ Math.random() * (b - a) );
        int randomValue3 = (int) (a+ Math.random() * (b - a) );

        System.out.println(randomValue1);
        System.out.println(randomValue2);
        System.out.println(randomValue3);

        if (randomValue1 < randomValue2 && randomValue1 < randomValue3 ){
            System.out.println("the minimal number was " + randomValue1 );
```

```
        }
        else if (randomValue2<randomValue1 && randomValue2<randomValue3){
            System.out.println("the minimal number was "+ randomValue2);
        }
        else{
            System.out.println("the minimal  number was " + randomValue3);
        }



    }
}
```