AddTwo.java:

```
public class AddTwo {
    /**
    */
public static void main(String[] args) {
    int number1 = Integer.parseInt(args[0]);
    int number2 = Integer.parseInt(args[1]);
    int Result = number1 + number2;

    System.out.println(number1 + " + " + number2 + " = " + Result);
}
```

Coins.java:

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

  int Quarters = Total / 25;
  int Cents = (Total % 25);

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

LinearEq.java:

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

    double var1 = Double.parseDouble(args[0]);
    double var2 = Double.parseDouble(args[1]);
    double var3 = Double.parseDouble(args[2]);

    double x = (var3-var2) / var1;

System.out.println(var1 + " * x + " + var2 + " = " + var3);
System.out.println("x = " + x);
}
```

Triangle.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]);

    boolean triangle = (((side1 + side2) > side3) && ((side2 + side3) > side1) && ((side1 + side3) > side2));

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

GenThree.java:

```
public class GenThree {
 public static void main(String[] args) {
    // arguments for range
    int var1 = Integer.parseInt(args[0]);
    int var2 = Integer.parseInt(args[1]);
    //random number generator withing range
    int gen1 = var1 + (int) (Math.random() * (var2-var1));
    int gen2 = var1 + (int) (Math.random() * (var2-var1));
    int gen3 = var1 + (int) (Math.random() * (var2-var1));
    // print of the gen numbers
    System.out.println(gen1);
    System.out.println(gen2);
    System.out.println(gen3);
    int Min = (int) Math.min((Math.min(gen1, gen2)), gen3);
    System.out.println("The minimal generated number was " + Min);
```