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/*  
 * Adds two given integers and prints the result in a fancy way.  
 */  
public class AddTwo {  
    public static void main(String[] args) {  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int sum = a + b;  
        System.out.println(a + " + " + b + " = " + sum);  
    }  
}
```

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/*
 * Write a program that gets a quantity of cents as a command-line
argument.
 * The program prints how to represent this quantity using as many
quarters as possible, plus the remainder in cents.
 */
public class Coins {
    public static void main(String[] args) {

        //Takes input number of cents
        int input = Integer.parseInt(args[0]);

        //The amount of cents is a reminder of division the input by
25

        int cents = input % 25;

        //The amount of quarters is input minus the reminder of
division divided by 25
        int quarters = (input-cents)/25;

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

```

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/*
 * Solves linear equations of the form  $a \cdot x + b = c$ .
 * The program gets a, b, and c as command-line arguments,
 * computes x, and prints the result.
 * Treats the three arguments as well as the computed value as double
values
 */
public class LinearEq {
    public static void main(String[] args) {

        //Takes input values of a, b and c
        double a = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);

        //Solves the equation for the given values
        double x = (c - b) / a;

        //Print
        System.out.println(a + " * x + " + b + " = " + c);
        System.out.println("x = " + x);

    }
}

```

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/*
 * Three sides can form a triangle if the sum of the lengths of any
two sides is greater than the length of the remaining side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form a triangle.
 */
public class Triangle {
    public static void main(String[] args) {

        //Takes the input values of the triangle sides length
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);

        //Checks if sum of any two sides is greater than third
        boolean triangle;
        if ( (a+b) > c && (a+c) > b && (b+c) > a) triangle = true;
        else triangle = false;

        //Print
        System.out.printf("%d, %d, %d: %b", a, b, c, triangle);
        System.out.println();

    }
}

```

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/*
 * Generates three random integers, each in a given range [a,b),
 * prints them, and then prints the minimal number that was generated.
 */

import java.io.Console;

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

        //For Math.Random let's use formula [a;b) -> ( Math.random()
* (b-a) ) + a
        //For converting double to integer let's use Type Conversion
- a built-in Java feature
        int r1 = (int)((Math.random()*(b-a)+a);
        int r2 = (int)((Math.random()*(b-a)+a);
        int r3 = (int)((Math.random()*(b-a)+a);

        //Use of Math.min method to detect the minimal value
        int min1 = Math.min(r1, r2);
        int min2 = Math.min(min1, r3);

        System.out.println(r1);
        System.out.println(r2);
        System.out.println(r3);
    }
}

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        System.out.println("The minimal generated number was " +  
min2);  
    }  
}
```