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

```
public class Coins {
   public static void main(String[] args) {
      int y = 25;
      int x = 1;

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

      // k equal to the entire part of the division.
      int k = v / y;

      // z equal v modulo y, so that it gives me the rest of the division of v/y.
      int z = v % y;
      // here, x=1, so it is the same but if x=2 cents then z will not be v modulo y.
      z = z/x;

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

```
public class LinearEq {
   public static void main(String[] args){
     double a = Integer.parseInt(args[0]);
     double b = Integer.parseInt(args[1]);
     double c = Integer.parseInt(args[2]);
      // here I isolate x to use double
     double x = ((c-b)/a);
     System.out.println( a + " * x + " + b + " = " + c);
     System.out.println("x = " + x);


   }
}
```

```
public class Triangle {
   public static void main(String[] args){
    int a = Integer.parseInt(args[0]);
    int b = Integer.parseInt(args[1]);
    int c = Integer.parseInt(args[2]);
      // I want that all the different some of two of the side is less than the third one. then I
use the sign AND
    while ( a+b<c || a+c<b || b+c<a) {
      System.out.println(a + ", " + b + ", " + c + ": false");
      return;
    }
    System.out.println(a + ", " + b + ", " + c + ": true");

   }
}
```

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

      // I use if and else if to put any variable I want first

      if (a >= b) {

      int u;
      int v;
      int w;

      // give a random number for each
      double r = Math.random();
      double s = Math.random();
      double t = Math.random();

      // because this function give random from 0 to 1, then i multiplie it by the difference
between the two variables and add 1, then a to be sure that my numbers are between a and
b
      u = (int) (r * (b - a + 1) + a) ;
      v = (int) (s * (b - a + 1) + a) ;
      w = (int) (t * (b - a + 1) + a) ;

      System.out.println(u);
      System.out.println(v);
      System.out.println(w);
      int minimal = (u <= v && u <= w) ? u : ((v <= u && v <= w) ? v : w);
      System.out.println("The minimal generated number ia " + minimal);
      return;
      }
      else if ((b >= a)) {

      int u;
      int v;
      int w;

      double r = Math.random();
      double s = Math.random();
      double t = Math.random();

      u = (int) (r * (a - b + 1) + b) ;
      v = (int) (s * (a - b + 1) + b) ;
      w = (int) (t * (a - b + 1) + b) ;

      System.out.println(u);
```

```
        System.out.println(v);
        System.out.println(w);

        // give me the minimal number
        int minimal = (u <= v && u <= w) ? u : ((v <= u && v <= w) ? v : w);
        System.out.println("The minimal number is " + minimal);
        return;
        }
    }
}
```