1. AddTwo

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

2. Coins

```
/*
 * 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) {
        int coins= Integer.parseInt(args[0]);
        int quarters= coins / 25;
        int cents= coins % 25;
        System.out.println("Use " + quarters + " quarters " +
"and " + cents + " cents");
    }
}
```

3. LinearEq

```
 * Solves linear equations of the form a·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) {
        double a= Double.parseDouble(args[0]);
        double b= Double.parseDouble(args[1]);
        double c= Double.parseDouble(args[2]);
        double sum=(c-b) / a ;

        System.out.println(a + " * " + "x " + "+ "+ b + " = "
+ c);
        System.out.println("x = "+ sum);
    }

}
```

4. Triangle

```
/*
 * 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) {
        int a= Integer.parseInt(args[0]);
        int b= Integer.parseInt(args[1]);
        int c=Integer.parseInt(args[2]);
        if((a+b > c) && (a+c>b) && (c+b>a)) {
            System.out.println(a+", "+b+", "+c+": true");
        }
        else {
            System.out.println(a+", "+b+", "+c+": false");
        }

    }
}
```

5. GenThree

```
/*
 * Generates three random integers, each in a given range
[a,b),
 * prints them, and then prints the minimal number that was
generated.
 */
public class GenThree {
    public static void main(String[] args) {
        int lower=Integer.parseInt(args[0]);
        int higher=Integer.parseInt(args[1]);

        int a= (int) ((Math.random() * (higher - lower)) +
lower );
        int b= (int) ((Math.random() * (higher - lower)) +
lower );
        int c= (int) ((Math.random() * (higher - lower)) +
lower );

        int minimal = Math.min(Math.min(a,b),c);
        System.out.println(a);
        System.out.println(b);
        System.out.println(c);
        System.out.println("The minimal generated number was
"+minimal);

    }
}
```