AddTwo

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

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

(System.out.println( a + " + " + b + " = " + (a + b));

    }
}
```

Coins

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

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

      System.out.println("Use " + ( a / 25 ) + " quarters and " + ( a % 25 ) + "
cents");

        }
}
```

LinearEq

```
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 result = (( c - b ) / a);

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

   }
}
```

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]);

        boolean i = ((a + b) > c && (a + c) > b && (b + c) > a);

        System.out.println(a + ", " + b + ", " + c +": " + i);

    }
}
```

GenThree

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

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

        int maxRange = Math.max(a, b);
        int minRange = Math.min(a, b);

  int randomNumber1 = (int)(Math.random() * (maxRange - minRange)) +
minRange;
  int randomNumber2 = (int)(Math.random() * (maxRange - minRange)) +
minRange;
  int randomNumber3 = (int)(Math.random() * (maxRange - minRange)) +
minRange;

    System.out.println(randomNumber1);
    System.out.println(randomNumber2);
    System.out.println(randomNumber3);

 int i = Math.min(randomNumber1, Math.min(randomNumber2,
randomNumber3));

           System.out.println("The minimal generated number was " + i);


    }
}
```