AddTwo

```java
*/
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

```java
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

```java
*/
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

```java
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

```java
*/
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);


    }
}
```