```
public class AddTwo {
 public static void main(String[] args) {
// choose two numbers and print their sum

  int num1 = Integer.parseInt(args[0]);
  int num2 = Integer.parseInt(args[1]);

  System.out.println(num1 + " + " + num2 + " = " + (num1+num2));
 }
}
```

``

```
public class Coins {
 public static void main(String[] args) {
// return the remainder of a number in quarters and a cents

  int num1 = Integer.parseInt(args[0]);

  int quarter = num1/25;
  int cent = num1%25;

  System.out.println( "Use " + quarter + " quarters and " + cent + " cents ");
 }
}
```

``

```
public class LinearEq {
 public static void main(String[] args) {
// return the value of X in the equation  a · x + b = C

  double a = Double.parseDouble(args[0]);
  double b = Double.parseDouble(args[1]);
  double c = Double.parseDouble(args[2]);

// compute answer
  double answer = c-b;
  answer = answer/a;
  System.out.println(a + " * x + " + b + " = " + c);
  System.out.println("x = " + answer);
 }
}
```

``

```
public class Triangle {
 public static void main(String[] args) {
// get the length of 3 lines and check if they can make a Triangle

  int line1 = Integer.parseInt(args[0]);
  int line2 = Integer.parseInt(args[1]);
  int line3 = Integer.parseInt(args[2]);

  boolean isTriangle = true;

  if (line1 + line2 < line3){
          isTriangle = false;
}
  else if (line1 + line3 < line2){
          isTriangle = false;
}
  else if (line2 + line3 < line1){
          isTriangle = false;
}

  System.out.println(line1 + ", " + line2 + ", " + line3 + ": " + isTriangle);

 }
}
```

``

```
public class GenThree {
 public static void main(String[] args) {
// print three random numbers between a and b and return the lowest

  int min = Integer.parseInt(args[0]);
  int max = Integer.parseInt(args[1]);

//first random between range

  double random = Math.random();
  int num1 = (int) (random * (max-min)) + min;
  System.out.println(num1);

//second random between range
  random = Math.random();
  int num2 = (int) (random * (max-min)) + min;
  System.out.println(num2);

//third random between range
  random = Math.random();
  int num3 = (int) (random * (max-min)) + min;
  System.out.println(num3);

//return the lowest number between three option
  int lowest = Math.min(num1, num2);
  lowest = Math.min(lowest, num3);

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

 }
}
```

``