Add two

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

coins

```
public class Coins {
    public static void main(String[] args) {
        int x = 0;
                x = Integer.parseInt(args[0]);//changing x to integer
                int quarterNum = x/25;//checking how many quarters needeed
                int centNum = x%25;//checking how many cents needeed
                System.out.println("Use " + quarterNum+ " quarters and " +centNum+ "
cents");
    }
}
```

Linear equation

```
/*
 * 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 = 0;
                a = Double.parseDouble(args[0]);//changing a to double
        double b = 0;
                b = Double.parseDouble(args[1]);//changing b to double
        double c = 0;
                c = Double.parseDouble(args[2]);//changing c to double
                double x = (c-b)/a;//calculation to find x
                System.out.println(a + " * x + "+b+" = "+c);
                System.out.println("x = "+x);
    }
}
```

Triangle

```
public class Triangle {
   public static void main(String[] args) {
      int a = 0;
            a = Integer.parseInt(args[0]);//changing a to integer
      int b = 0;
            b = Integer.parseInt(args[1]);//changing b to integer
      int c = 0;
            c = Integer.parseInt(args[2]);//changing c to integer
            if(a+b>c && a+c>b && b+c>a)//checking if every two sides are greater
than the third one
                  System.out.println(a+ ", "+b+", "+c+": true");
            else
                  System.out.println(a+ ", "+b+", "+c+": false");
   }
}
```

GenThree

```
import java.util.concurrent.ThreadLocalRandom;
public class GenThree {
   public static void main(String[] args) {
                int max,min = 0;
                min = Integer.parseInt(args[0]);
                max = Integer.parseInt(args[1]);
      int firstR = ThreadLocalRandom.current().nextInt(min, max);//getting a random
number within the range
                int secR = ThreadLocalRandom.current().nextInt(min, max);
                int thirdR = ThreadLocalRandom.current().nextInt(min, max);
                        System.out.println(firstR);
                        System.out.println(secR);
                        System.out.println(thirdR);
                if(firstR < secR && firstR < thirdR)//check to see who is the minimal
generated number
                        {
                                System.out.println("The minimal generated number was "+
firstR);
                        }
                        else if(secR < firstR && secR < thirdR)
                        {
                                System.out.println("The minimal generated number was "+
secR);
                        }
                        else{
                                System.out.println("The minimal generated number was "+
thirdR);
                        }
   }
}
```