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

```
public class Coins {
	public static void main(String[] args) {
		int money = Integer.parseInt(args[0]);
		System.out.println("use " + (money / 25) + " quarters and " +
		(money % 25) + " cents.");
	}
}
```

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

```
public class Triangle {
	public static void main(String[] args) {
		int side1 = Integer.parseInt(args[0]);
		int side2 = Integer.parseInt(args[1]);
		int side3 = Integer.parseInt(args[2]);
		boolean triangle;
		triangle = ((side1+side2) > side3 && (side1+side3) > side2 &&
		(side2 + side3) > side1);
		System.out.println(side1 + ", " + ", " + side2 + ", " + side3 + ": " +
		triangle);
	}
}
```

```
public class Gen3 {
	public static void main(String[] args) {
		int i = 0;
		int min = Integer.parseInt(args[0]);
		int max = Integer.parseInt(args[1]);
		int range = max - min;
		int num1 = (int)(Math.random() * range) + min;
		int num2 = (int)(Math.random() * range) + min;
		int num3 = (int)(Math.random() * range) + min;
		int a = Math.min(num1, num2);
		int b = Math.min(a, num3);
		System.out.println(num1);
		System.out.println(num2);
		System.out.println(num3);
		System.out.println("The minimal generated number was " + b);
	}
}
```