

```
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 GenThree {  
    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);  
    }  
}
```