```java
/*
 * Adds two given integers and prints the result in a fancy
way.
 */
public class AddTwo
{
    public static void main(String[] args)
 {
     //creates two integers that their value is given by the
user
     int num1 = Integer.parseInt(args[0]);
     int num2 = Integer.parseInt(args[1]);

     //prints the equation
     System.out.println(num1 + " + " + num2 + " = " + (num1 +
num2));
 }
}
```

```java
/*
 * Write a program that gets a quantity of cents as a command-line argument.
 * The program prints how to represent this quantity using as many quarters as possible, plus the remainder in cents.
 */
public class Coins
{
    public static void main(String[] args)
 {
     int sum = Integer.parseInt(args[0]);//creates an integer that its value is given by the user
     int quart = sum / 25;//creates an integer that  represent the amount of quarters needed
     int cent = sum % 25;//creates an integer that  represent the amount of cents needed
     System.out.println("Use " + quart + " quarters and " + cent + " cents ");//prints the amount of quarters and cents needed
 }
}
```

```java
/*
 * 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)
 {
     //creates three variables that their value is given by
the user
     double varA = Double.parseDouble(args[0]);
     double varB = Double.parseDouble(args[1]);
     double varC = Double.parseDouble(args[2]);

     System.out.println(varA + " * x + " + varB + " = " + varC
);//prints the equation
     System.out.println("x = " + (varC - varB) / varA);//
prints the solved result
 }
}
```

```
/*
 * Three sides can form a triangle if the sum of the lengths
of any two sides is greater than the length of the remaining
side.
 * This is known as the Triangle Inequality Theorem.
 * Write a program that tests if three given integers form a
triangle.
 */
public class Triangle
{
    public static void main(String[] args)
 {
     //Recieves 3 integers
     int len1 = Integer.parseInt(args[0]);
     int len2 = Integer.parseInt(args[1]);
     int len3 = Integer.parseInt(args[2]);

     boolean ans = len1 + len2 > len3 && len1 + len3 > len2 &&
len2 + len3 > len1;//boolean that represents the answer
whether the sides create a triangle
     System.out.println(len1 + ", " + len2 + ", " + len3 + ":
" + ans);//prints the sides and the answer
  }
}
```

```
/*
```

```
 * Generates three random integers, each in a given range
[a,b),
 * prints them, and then prints the minimal number that was
generated.
 */
public class GenThree
{
    public static void main(String[] args)
 {
     //creates min and max borders of the random numbers
    int min = Integer.parseInt(args[0]);
    int max = Integer.parseInt(args[1]);


    //generates three numbers within the given borders
        int num1 = (int)Math.floor(Math.random() * (max -
min)) + min;
    int num2 = (int)Math.floor(Math.random() * (max - min)) +
min;
    int num3 = (int)Math.floor(Math.random() * (max - min)) +
min;

    int minNum = Math.min(Math.min(num1, num2), num3));//uses
the "Math" function to return the minimal number of the three
numbers


    //prints the three random numbers
    System.out.println(num1);
    System.out.println(num2);
    System.out.println(num3);

    System.out.println("The minimal generated number was " +
minNum);//prints the minimal number
  }
}
```