

AddTwo.java

```
/*
 * Adds two given integers and prints the result in a fancy way.
 */
public class AddTwo {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        System.out.println(a + " + " + b + " = " + (a + b));
    }
}
```

Coins.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 cents = Integer.parseInt(args[0]);
        int quarters = cents / 25;
        cents = cents % 25;
        System.out.println("Use " + quarters + " quarters and " + cents + " cents");
    }
}
```

Linear.java

```
/*
 * Solves linear equations of the form  $a \cdot x + b = c$ .
 * 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 = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);
        double x = (c - b) / a;
        System.out.println(a + " * x + " + b + " = " + c);
        System.out.println("x = " + x);
    }
}
```

Triangle.java

```
/*
 * 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) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);

        boolean isTriangle = false;

        if((a + b > c) && (a + c > b) && (c + b > a)){
            isTriangle = true;
        }

        System.out.println(a + ", " + b + ", " + c + ": " + isTriangle);
    }
}
```

GenThree.java

```
/*
 * 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) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);

        int num1 = (int) (Math.random() * (a - b + 1) + b);
        int num2 = (int) (Math.random() * (a - b + 1) + b);
        int num3 = (int) (Math.random() * (a - b + 1) + b);

        System.out.println(num1);
        System.out.println(num2);
        System.out.println(num3);

        int min = Math.min(num1, num2);
        min = Math.min(min, num3);

        System.out.println("The minimal generated number was " + min);
    }
}
```