Exercise 1 :

```
public class AddTwo {
	public static void main(String[] args) {

		//define the arguments
		int a , b , c;
		a = Integer.parseInt(args[0]);
		b = Integer.parseInt(args[1]);

		//the sum of the two numbers
		c = a + b ;

		System.out.println(a + " " + "+" + " " + b + " " + "=" + " " + c);
	}
}
```

Exercise 2:

```
public class Coins {
        public static void main(String[] args) {

      //define the arguments
                int coins , quarter , cents;
                coins = Integer.parseInt(args[0]);
                quarter = 25;

                //caculate the value of cents and quarters
                cents = coins % quarter;
             coins =  coins / quarter;

                System.out.println("Use" + " " + coins + " " + "quarters" + " " + "and" + " "
+ cents + " " +"cents");




        }
}
```

Exercise 3;

```
public class LinearEq {
	public static void main(String[] args) {
		// Put your code here

	   double a , b , c;
	   a = Double.parseDouble(args[0]);
	   b = Double.parseDouble(args[1]);
	   c = Double.parseDouble(args[2]);

	   System.out.println(a +  " * x + " + b + " = " + c);

	   double x = ( c - b ) / a;

	   System.out.println("x = " +x );



	}
}
```

Exercise 4:

```
public class Triangle {
        public static void main(String[] args) {
                // Put your code here

                //define the arguments of the triangle
                int a = Integer.parseInt(args[0]);
                int b = Integer.parseInt(args[1]);
                int c = Integer.parseInt(args[2]);
                // boolean var
                boolean isTriangle = ((a + b) > c) && ((a + c) > b) && ((b + c) > a);

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


   }
}
```

Exercise 5:

```
public class GenThree {
	public static void main(String[] args) {
		// Put your code here

		//define the arguments of the scale
		int x = Integer.parseInt(args[0]);
		int y = Integer.parseInt(args[1]);

		//random numbers
		int a = (int) (Math.random() * (x - y) + y);
		int b = (int) (Math.random() * (x - y) + y);
		int c = (int) (Math.random() * (x - y) + y);

		//Math.min give the min number between 2 numbers
		int min = Math.min( a , (Math.min(b , c ) ) );

		System.out.println(a);
		System.out.println(b);
		System.out.println(c);

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


	}
}
```