

```
public class AddTwo {  
    public static void main(String[] args) {  
        // Prints the sum of the two numbers  
        int sum = Integer.parseInt(args[0]) + Integer.parseInt(args[1]);  
        System.out.println(args[0] + " + " + args[1] + " = " + sum);  
    }  
}
```

```
public class Coins {  
    public static void main(String[] args) {  
        // Get the amount of coins and print the number of quaters and cents it represents  
        int quarters = Integer.parseInt(args[0]) / 25;  
        int cents = Integer.parseInt(args[0]) % 25;  
  
        System.out.println("Use " + quarters + " quarters and " + cents + " cents");  
    }  
}
```

```
public class Linear {  
    public static void main(String[] args) {  
        // given equation a * x + b = c, calculate the x and print it  
        double x = ( Double.parseDouble(args[2]) - Double.parseDouble(args[1])) /  
Double.parseDouble(args[0]);  
  
        System.out.println("x = " + x);  
    }  
}
```

```
public class Triangle {
    public static void main(String[] args) {
        // Prints true if the sum of the lengths of any two sides is greater than the
        // length of the remaining side.
        double a = Double.parseDouble(args[0]), b = Double.parseDouble(args[1]), c =
Double.parseDouble(args[2]);
        if (a < b + c && b < a + c && c < a + b){
            System.out.println(args[0] + " " + args[1] + " " + args[2] + ": true");
        }
        else{
            System.out.println(args[0] + " " + args[1] + " " + args[2] + ": false");
        }
    }
}
```

```

import java.util.Random;

public class Gen3 {
    public static void main(String[] args) {
        // generates three random integers, each in a given range [a,b),
        // i.e. greater than or equal to a and less than b, prints them, and then prints the
        minimal number
        // that was generated
        Random rand = new Random();

        int min = Integer.parseInt(args[0]);
        int max = Integer.parseInt(args[1]);

        int rnd1 = rand.nextInt((max - min) + 1) + min;
        int rnd2 = rand.nextInt((max - min) + 1) + min;
        int rnd3 = rand.nextInt((max - min) + 1) + min;

        int minimum = Math.min(rnd1, rnd2);
        minimum = Math.min(minimum, rnd3);
        System.out.println(rnd1 + "\n" + rnd2 + "\n" + rnd3 + "\n" + "The minimal generated
        number was " + minimum);
    }
}

```