### <u>AddTwo</u>

```
1 class AddTwo {
2 public static void main(String args[]) {
3     Integer a = Integer.parseInt(args[0]);
4     Integer b = Integer.parseInt(args[1]);
5     Integer result = a + b;
7     System.out.println(a + " + " + b + " = " + result);
8  }
9 }
```

# **Coins**

### <u>LinearEq</u>

```
1  class LinearEq {
2  public static void main(String args[]) {
3     Double a = Double.parseDouble(args[0]);
4     Double b = Double.parseDouble(args[1]);
5     Double c = Double.parseDouble(args[2]);
6
7     Double answer = ((c-b)/a);
8     System.out.println(a + " * x + " + b + " = " + c);
9     System.out.println("x = " + answer);
10  }
11 }
```

# **Triangle**

#### GenThree

```
import java.util.concurrent.ThreadLocalRandom;

public class GenThree {
  public static void main(String args[]) {
    Integer a = Integer.parseInt(args[0]);
    Integer b = Integer.parseInt(args[1]);

    Integer random_number1 = ThreadLocalRandom.current().nextInt(a,(b-1));
    Integer random_number2 = ThreadLocalRandom.current().nextInt(a,(b-1));
    Integer random_number3 = ThreadLocalRandom.current().nextInt(a,(b-1));

    Integer min_num1 = Math.min(random_number1, random_number2);
    Integer min_num2 = Math.min(random_number2, random_number3);

    Integer min_num = Math.min(min_num1, min_num2);

    System.out.println(random_number1);
    System.out.println(random_number2);
    System.out.println(random_number3);
    System.out.println("The minimal generated number was " + min_num);
}
```