Informe

Aplicación para resolver una ecuación cuadrática

**Nombre: David toro**

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**Codigo:**

**Main:**

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\*/

package ecuacionaraylist;

import java.util.ArrayList;

import java.util.Scanner;

/\*\*

\*

\* @author labctr

\*/

public class EcuacionArayList {

/\*\*

\* @param args the command line arguments

\*/

public static void main(String[] args) {

Ecuacion ec = new Ecuacion();

Scanner leer = new Scanner(System.in);

System.out.println("aX^2+bX+c=Y");

int a, b, c;

System.out.print("Ingrese el termino a: ");

a = leer.nextInt();

System.out.print("Ingrese el termino b: ");

b = leer.nextInt();

System.out.print("Ingrese el termino c: ");

c = leer.nextInt();

ec.cargar(a, b, c);

ArrayList<Coordenada> tabla=ec.tabla();

System.out.println("x\ty");

for(Coordenada punto:tabla){

System.out.println(punto.getX()+"\t"+punto.getY());

}

}

}

**Ecuacion.java:**

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\*/

package ecuacionaraylist;

import java.util.ArrayList;

/\*\*

\*

\* @author labctr

\*/

public class Ecuacion {

private int a;

private int b;

private int c;

public void cargar(int a, int b, int c) {

this.a = a;

this.b = b;

this.c = c;

}

public ArrayList<Coordenada> tabla() {

ArrayList<Coordenada> r = new ArrayList<>();

int i;

for (i = (-10); i <= 10; i++) {

Coordenada cord = new Coordenada();

cord.setX(i);

cord.setY(this.a \* i \* i + this.b \* i + this.c);

r.add(cord);

}

return r;

}

}

**Cordenada.java:**

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\*/

package ecuacionaraylist;

/\*\*

\*

\* @author labctr

\*/

public class Coordenada {

private double x;

private double y;

public double getX() {

return x;

}

public double getY() {

return y;

}

public void setX(double x) {

this.x = x;

}

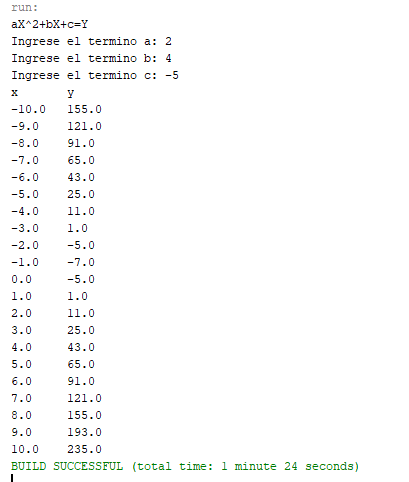
public void setY(double y) {

this.y = y;

}

}

**Caso de prueba:**

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