My Project

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Chapter 1

File Index

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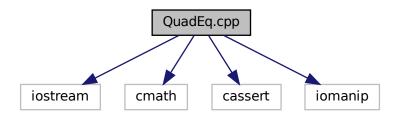
Chapter 2

File Documentation

2.1 QuadEq.cpp File Reference

```
#include <iostream>
#include <cmath>
#include <cassert>
#include <iomanip>
```

Include dependency graph for QuadEq.cpp:



Functions

- bool isZero (double x)
- int SolveLinEq (double b, double c, double &root)
- int SolveQuadEq (double a, double b, double c, double &root1, double &root2)
- void TestSolveLinEq ()
- void TestSolveQuadEq ()
- int main ()

Variables

- double constants::eps = 0.000001
- int constants::INF = -1
- int constants::precision = 6

4 File Documentation

2.1.1 Function Documentation

2.1.1.1 isZero()

```
bool is{\tt Zero} ( double x )
```

Checks double value for proximity to zero

Parameters

in <i>x</i>	some double value
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Returns

true if the argument is close to zero

2.1.1.2 SolveLinEq()

```
int SolveLinEq ( \label{eq:condition} \mbox{double } b, \\ \mbox{double } c, \\ \mbox{double & root })
```

Solves a linear equation bx + c = 0

Parameters

in	b	b-coefficient
in	С	c-coefficient
out	root	Reference to root

Returns

Number of roots

Note

In case of infinite number of roots, returns constants::INF

2.1.1.3 SolveQuadEq()

Solves a square equation $ax^2 + bx + c = 0$

Parameters

in	а	a-coefficient
in	b	b-coefficient
in	С	c-coefficient
out	root1	Reference to first root
out	root2	Reference to second root

Returns

Number of roots

Note

In case of infinite number of roots, returns constants::INF

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