Rendic Program 2.

Public class Quadratic.

Public static void main (strings args [7) E. double A, b, C. double 81, 12; double d=b*b-ya*c if (9>0) r1= (-b + math - squt (d)) / (2xa) r2 = (-b - math sqrt (d))/(2*a) system out Print F (" voot 1= -1-2) and root 2 = 41,42). else if (d==0 system out Print ("root 1 = root 2 = 1.28", 81)

double r = -b / (2*a)

double r = -b / (2*a);

double i = math squt (-d) / (2*a);

System out Print F ("root 1= 1-2F+ 1-2f ; and

ystem out hrim! \\ \vool 2 = -1.26 = 1.26 i" \, \text{\tin\text{\texi\texi{\text{\texitex{\texi\tex{\text{\texi\texi{\texit{\texi\texi{\texi\texi{\texi\texi{\tex{

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