

## Practical 2

**Aim :** Write a program that solves the following equation and displays the value x and y: 1)  $3.4x + 50.2y = 44.5$  2)  $2.1x + .55y = 5.9$  (Assume Cramer's rule to solve equation  $ax + by = e$   $x = \frac{ed - bf}{ad - bc}$   $cx + dy = f$   $y = \frac{af - ec}{ad - bc}$  )

### Code :

```
class Practical2
{
    public static void main(String args[])
    {
        double a=3.4;
        double b=50.2;
        double c=2.1;
        double d=0.55;
        double e=44.5;
        double f=5.9;
        double x=(e*d-b*f)/(a*d-b*c);
        double y=(a*f-e*c)/(a*d-b*c);
        System.out.println("Value of x : "+x);
        System.out.println("Value of y : "+y);
    }
}
```

### Output :

```
C:\Users\SI\OneDrive\Desktop\BE SEM 4\05_ OBJECT ORRIENTED PROGRAMMING -1\220133107008>javac Practical2.java

C:\Users\SI\OneDrive\Desktop\BE SEM 4\05_ OBJECT ORRIENTED PROGRAMMING -1\220133107008>java Practical2
Value of x : 2.623901496861419
Value of y : 0.7087397392563978
```