## QUADRATIC\_EQUATION\_PROJECT

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# **Chapter 1**

# File Index

## 1.1 File List

Here is a list of all files with brief descriptions:

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# Chapter 2

## **File Documentation**

### 2.1 eq\_solver.c File Reference

```
#include <math.h>
#include "eq_solver.h"
```

#### **Functions**

- int eq\_solver (double a, double b, double c, double \*x1, double \*x2)
- double lin\_eq\_solver (double b, double c)

#### 2.1.1 Function Documentation

#### 2.1.1.1 eq\_solver()

Solves quadratic equation  $ax^2 + bx + c = 0$ 

#### **Parameters**

in	a,b,c	Coefficients
out	x1,x2	Pointers to the roots

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#### Returns

Number of root or code of the error

#### 2.1.1.2 lin\_eq\_solver()

```
double lin_eq_solver ( \label{eq:condition} \mbox{double } b, \\ \mbox{double } c \mbox{ )}
```

Solves linear equation bx + c = 0

#### **Parameters**

```
in b,c Coefficients
```

#### Returns

Solution

### 2.2 eq\_solver.h File Reference

#### **Enumerations**

```
    enum CODES {
    ZERO_ROOTS = 0 , ONE_ROOT = 1 , TWO_ROOTS = 2 , INF_ROOTS = 3 ,
    NULL_PTR_ERR = 5 , EQ_PTR_ERR = 6 , INCORRECT_COEFF_ERR = 7 }
    Codes, returned by eq_solver function.
```

#### **Functions**

- int eq\_solver (double a, double b, double c, double \*x1, double \*x2)
- double lin\_eq\_solver (double b, double c)

#### 2.2.1 Enumeration Type Documentation

#### 2.2.1.1 CODES

enum CODES

Codes, returned by eq\_solver function.

#### Enumerator

ZERO_ROOTS	There are no real solutions.
ONE_ROOT	One real solution.
TWO_ROOTS	Two real solutions.
INF_ROOTS	Infinitely many roots ( $a = b = c = 0$ case)
NULL_PTR_ERR	function got null pointer as argument
EQ_PTR_ERR	function got same pointers
INCORRECT_COEFF_ERR	function got incorrect coefficients

#### 2.2.2 Function Documentation

#### 2.2.2.1 eq\_solver()

Solves quadratic equation  $ax^2 + bx + c = 0$ 

#### Parameters

in	a,b,c	Coefficients
out	x1,x2	Pointers to the roots

#### Returns

Number of root or code of the error

#### 2.2.2.2 lin\_eq\_solver()

```
double lin_eq_solver ( \label{eq:condition} \mbox{double } b, \\ \mbox{double } c \mbox{ )}
```

Solves linear equation bx + c = 0

#### **Parameters**

in	b,c	Coefficients

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Returns

Solution

### 2.3 eq\_solver.h

Go to the documentation of this file.

```
1
2 enum CODES {
3     ZERO_ROOTS = 0,
4     ONE_ROOT = 1,
5     TWO_ROOTS = 2,
6     INF_ROOTS = 3,
7     NULL_PTR_ERR = 5,
8     EQ_PTR_ERR = 6,
9     INCORRECT_COEFF_ERR = 7,
10 };
11
20 int eq_solver(double a, double b, double c, double* x1, double* x2);
21
29 double lin_eq_solver(double b, double c);
```

#### 2.4 main.c File Reference

```
#include "tests.h"
```

#### **Functions**

• int main ()

#### 2.4.1 Function Documentation

#### 2.4.1.1 main()

```
int main ( )
```

#### 2.5 tests.c File Reference

```
#include <stdio.h>
#include "eq_solver.h"
```

#### **Functions**

- void eq\_test (double a, double b, double c, int test\_num)
- void unit\_eq\_test ()

2.6 tests.h File Reference 7

#### 2.5.1 Function Documentation

#### 2.5.1.1 eq\_test()

#### 2.5.1.2 unit\_eq\_test()

```
void unit_eq_test ( )
```

#### 2.6 tests.h File Reference

#### **Functions**

- void eq\_test (double, double, double, int)
- void unit\_eq\_test ()

#### 2.6.1 Function Documentation

#### 2.6.1.1 eq\_test()

#### 2.6.1.2 unit\_eq\_test()

```
void unit_eq_test ( )
```

#### 2.7 tests.h

#### Go to the documentation of this file.

```
1 void eq_test(double, double, double, int);
2
3 void unit_eq_test();
```

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