GuessingGame Mastery ReflectionLog

Below is the first, and final rendition of my code. I prompt and record the user's input for a value of a, b, and c. I calculate a positive, and negative value based off of the imputed variables within the equation below. I then print the pos and neg answers.

$$\frac{-b +- \sqrt{b^2 - 4ac}}{2a}$$

I did not make any revisions to my code, and completed it in one sitting.

```java
package Mastery;

import java.util.Scanner;

public class QuadraticEquations {

    public static void main(String[] args) {

        //Preparing for user input
        Scanner userInput = new Scanner(System.in);

        //Prompt and record the user for a
        System.out.print("Enter value for a: ");
        double a = userInput.nextDouble();

        //Prompt and record the user for b
        System.out.print("Enter value for b: ");
        double b = userInput.nextDouble();

        //Prompt and record the user for c
        System.out.print("Enter value for c: ");
        double c = userInput.nextDouble();

        //Calculates the neg, and pos roots
        double ansPos = (-b + Math.sqrt(Math.pow(b, 2) - 4 * a * c)) / (2 * a);
        double ansNeg = (-b - Math.sqrt(Math.pow(b, 2) - 4 * a * c)) / (2 * a);

        //Displays the roots
        System.out.print("The roots are " + ansPos + " and " + ansNeg);
    }

}
```