CSci 111 - Computer Science I
Fall 2022
Closed Lab 4

Programming Activity

You can use Cramer's rule to solve the following 2x2 system of linear equation:

$$ax + by = e \qquad x = \frac{ed-bf}{ad-bc} \qquad y = \frac{af-ec}{ad-bc}$$
$$cx + dy = f$$

Write a program that prompts the user to enter a, b, c, d, e, and f and displays the result.
If ad - bc = 0, report that "The equation has no solution", otherwise, display the values for **x** and **y**.

You can name your program **Cramer.java**

When done, **raise your hand** to let the TA know that you are ready to
demonstrate your code for grading.

```
 // import statement(s), class header, and main method header

 // declare variables for the inputs and outputs

 // prompt for inputs

 // calculate x and y

 // display the outputs (1 decimal place)
```

Sample Output

```
Enter a: 9
Enter b: 4
Enter c: 3
Enter d: -5
Enter e: -6
Enter f: -21

x is -2.0 and y is 3.0
>>
Enter a: 1
Enter b: 2
Enter c: 2
Enter d: 4
Enter e: 4
Enter f: 5

The equation has no solution
```