```
1 import components.simplereader.SimpleReader;
6 /**
 7 * In this project, I ask the user if they want to calculate the
  square root of
8 * a number and calculate the number within an error of 0.01.
  After some
9 * calculations, the result is printed out excluding the number
10 *
11 * @author Mohamed Jama
12 *
13 */
14 public final class Newton2 {
15
16
17
       * No argument constructor—private to prevent
  instantiation.
18
19
      private Newton2() {
20
21
22
      /**
23
       * Creates a final double number named ERROR NUMBER which is
  set to 0.01 so
       * that it deals with magic numbers and can not be changed
24
  since it is a
25
       * final number. 0.01 is also the epsilon or the error
  estimate.
26
       */
27
      private static final double ERROR_NUMBER = 0.01;
28
29
      /**
30
       * Put a short phrase describing the static method Newton1
  here.
31
       */
32
       * Computes estimate of square root of x to within relative
33
  error 0.01%.
```

out.println("Undefined");

69

70

}

```
Newton2.java
                                 Thursday, January 25, 2024, 7:21 AM
71
              double result = sqrt(number);
               if ((result - 0) > 0) {
72
                   out.println("The square root of the number " +
73
  number
                           + " within a relative error of 0.01 is "
74
  + result);
                   out.println("Goodbye");
75
               }
76
          }
77
78
          /*
           * Close input and output streams
79
80
           */
81
          out.println("Goodbye");
82
          in.close();
83
          out.close();
84
85
      }
86 }
87
```