



CSE 215: Programming Language II Lab

Week 5

Take Home Assignment

Design a class named `QuadraticEquation` for solving a quadratic equation which is of the form $ax^2+bx+c=0$.

QuadraticEquation
- a: double - b: double - c: double
+ QuadraticEquation(a: double, b: double, c: double) - getDiscriminant(): double + evaluateDiscriminant(): void + getRoot1(): double + getRoot2(): double + toString(): String

The class should contain:

- Private data fields `a`, `b`, and `c` that represent three coefficients.
- A **single** constructor for the arguments for `a`, `b`, and `c`.
- A **private** method named `getDiscriminant()` that returns the discriminant, which is the value of b^2-4ac .
- A **public** method named `evaluateDiscriminant()` which prints out the following information using the value obtained from `getDiscriminant()`:
 - `getDiscriminant() > 0`, "Two distinct solutions"
 - `getDiscriminant() = 0`, "One unique solution"
 - `getDiscriminant() < 0`, "No real solutions"
- The **public** methods named `getRoot1()` and `getRoot2()` return the two roots of the equation. They return the following, respectively:

$$r_1 = \frac{-b + \sqrt{b^2 - 4ac}}{2a} \quad \text{and} \quad r_2 = \frac{-b - \sqrt{b^2 - 4ac}}{2a}$$

- However, if no real solutions exist, print out the message "Not possible to calculate solutions since discriminant is negative". You may have to return an arbitrary value in this case.
- The `toString()` method returns the details in the following tabular format:

Coefficient | Value

a | *value of a upto 3 decimal places*

b | *value of b upto 3 decimal places*

c | *value of c upto 3 decimal places*

In your driver class,

- construct three objects of `QuadraticEquation`. Use `Scanner` class to get the values of the coefficients for each object.
- Call the `evaluateDiscriminant()` method on each of the objects.
- Then, call the `getRoot1()` and `getRoot2()` methods on each of the objects and display the results.