

we should not use `eval()` as it violates the fundamental principle of software. Instead convert the input to a float and throw an exception if its not applicable.

Remove the possibility of being able to enter a **non quadratic** equation, throw an exception if "a" is zero.

Usage of **else-if** conditional statements to avoid processing **unnecessary code** which **increase** runtime speed.

Non usage of a math module, hence to get the square root of delta we can just **raise** it to the **power of a half**.

Signs Meanings



Next **Step**



Notes to be considered



conditional statement was **True**



conditional statement was **False**

Begin / Run

Get the variables a,b,c and make sure they are in the right datatype

Make sure that "a" is not zero else this is not a quadratic equation

Calculate delta using
 $\text{delta} = b^2 - 4ac$
you can also calculate `delta_sqrt` ahead of time to save calculations later on.

if delta > 0

NO

YES

if delta == 0

NO

YES

No real roots

Calculate the double roots
 $x_1 = x_2 = -b/2a$

Calculate the roots
 $x_1 = -b + (\text{delta}^{0.5})/2a$
 $x_2 = -b - (\text{delta}^{0.5})/2a$

Output to the screen the results

END /Rerun

