Quadratic Root Finder Write Up

I think the design of my code was efficient for both debugging purposes and intended usage. Using an Enum to handle the different input cases made processing them significantly easier. I also put the section that accepts values from the user in a loop so I didn’t have to run the program six times. Additionally, at program start, I created a function for demonstrations so I could test all of the various input combinations as I was working on them. This allowed me to fix the function that actually discovers the roots before I began accepting user input. One of the difficulties I came across stemmed from my usage of the object class in my function to find roots. Since my main is wrapped in a try catch statement, I knew anyone inputting string values instead of double/int values would be caught. However, I wanted to catch the error inside of my findRoots function. I made the class of the function arguments objects so I could call toString and attempt to call parseDouble on them, where the error would be caught and the user could be informed.

Text

Description automatically generated