LinearEquation Class UML Diagram

-a: double

-b: double

-c: double

-d: double

-e: double

-f: double

LinearEquation

+LinearEquation(a: double, b: double, c: double, e: double, f: double)

+getA(): double

+getB(): double

+getC(): double

+getD(): double

+getF(): double

+isSolvable(): double

+getX(): double

+getY(): double

Value holder for linear equation variable a

Value holder for linear equation variable b

Value holder for linear equation variable c

Value holder for linear equation variable d

Value holder for linear equation variable e

Value holder for linear equation variable f

Constructs a LinearEquation object with specified inputs

Returns the value of a

Returns the value of b

Returns the value of c

Returns the value of d

Returns the value of e

Returns the value of f

Returns true if the linear equation is solvable, false if not

Calculates and returns the value of x

Calculates and returns the value of y