Q3) Write a program that solves the following equation and displays the value x and y:

a) 3.4x+50.2y=44.5 2) 2.1x+.55y=5.9 (Assume Cramer’s rule to solve equation

b) ax+by=e x=ed-bf/ad-bc cx+dy=f y=af-ec/ad-bc )

Ans:

**Program:**

package Exp\_1;

**Output:**