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import components.simplereader.SimpleReader;
import components.simplereader.SimpleReader1L;
import components.simplewriter.SimpleWriter;
import components.simplewriter.SimpleWriter1L;

/**
 * Project #2: Compute Roots Using Newton's Iteration.
 *
 * @author Danny Kan (kan.74@osu.edu)
 * @version 01272022
 */
public final class Newton1 {

    /**
     * Private constructor so this utility class cannot be instantiated.
     */
    private Newton1() {

    }

    /**
     * Computes estimate of square root of x to within relative error 0.01%.
     *
     * @param x
     *     a positive number to compute the square root of.
     * @return the estimate of the square root.
     */
    private static double sqrt(double x) {
        double r = x; // estimate of the square root of x.
        final double ERROR = 0.0001; // relative error: 0.01%
        while ((Math.abs(Math.pow(r, 2) - x)) / x >= Math.pow(ERROR, 2)) {
            r = (r + (x / r)) / 2;
        }
        return r;
    }

    /**
     * Main method.
     *
     * @param args
     *     the command line arguments
     */
    public static void main(String[] args) {
        SimpleReader in = new SimpleReader1L();
        SimpleWriter out = new SimpleWriter1L();
    }
}

```

```

out.println("Project #2: Compute Roots Using Newton Iteration");

// assume the user DOES NOT enter a negative value.
out.print(
    "Enter a positive value of type double to calculate the square root: ");
double userVal = Double.parseDouble(in.nextLine());

// method call:
out.print(sqrt(userVal) + "\n");

boolean valid = true;
while (valid) {
    out.print(
        "Type \"Y\" or \"y\" if you wish to calculate another square root: ");
    String userInput = in.nextLine();
    if (userInput.equals("Y") || userInput.equals("y")) {
        out.print(
            "Enter a positive value of type double to calculate the square root: ");
        userVal = Double.parseDouble(in.nextLine());

        // method call:
        out.print(sqrt(userVal) + "\n");
    } else {
        valid = false;
    }
}

// close input and output streams.
in.close();
out.close();
}
}

```