3. 
```
import java.util.*;
class Quadratic
{
public static void main (String[] arg)
{
Scanner s = new Scanner (System.in);
System.out.println(" Enter a, b, c of the equation ax^2+
+c=0: ");
double a=s.nextDouble();
double b=s.nextDouble();
double c=s.nextDouble();
double d=b*b-4.0*a*c;
double root1, root2;
System.out.println(d);
if(d>0)
{
System.out.println("roots are real and unequal");
root1 = (-b-Math.sqrt(d))/(2.0*a);
root2 = (-b+Math.sqrt(d))/(2.0*a);
System.out.println("root1:"+root1+"root2:"+root2);
}
else if(d==0)
{
System.out.println("Roots are real and equal");
root1 = (-1*b)/(2*a);
root2 = root1;
System.out.println("root1:"+root1+"root2:"+root2);
}
else
{
System.out.println("roots are imaginary");
}
}
```