PRACTICAL – 2

PROGRAM -1

AIM- Write a program that solves the following equation and displays the value x and y:

1) 3.4x+50.2y=44.5

2) 2.1x+.55y=5.9

(Assume Cramer’s rule to solve equation

ax+by=e x=ed-bf/ad-bc

cx+dy=f y=af-ec/ad-bc )

CODE-

|  |
| --- |
| //Write a program that solves the following equation and displays the value x and y: 1) 3.4x+50.2y=44.5 2) 2.1x+.55y=5.9 (Assume Cramer’s rule to solve equation  //ax+by=e x=ed-bf/ad-bc  //cx+dy=f y=af-ec/ad-bc )  // Get Input From user  import java.util.Scanner;  public class Main  {  public static void main(String[] args) {  Scanner input = new Scanner(System.in);  System.out.println("Enter the value for Equation 1");  System.out.println("Enter the value for a: ");  double a = input.nextDouble();  System.out.println("Enter the value for b: ");  double b = input.nextDouble();  System.out.println("Enter the value for e: ");  double e = input.nextDouble();  System.out.println("Enter the value for Equation 2");  System.out.println("Enter the value for c: ");  double c = input.nextDouble();  System.out.println("Enter the value for d: ");  double d = input.nextDouble();  System.out.println("Enter the value for f: ");  double f = input.nextDouble();  double x = (e\*d-b\*f)/(a\*d-b\*c);  double y = (a\*f-e\*c)/(a\*d-b\*c);  System.out.println("The value of x is: "+x);  System.out.println("The value of y is: "+y);  }  } |

OUTPUT-

|  |
| --- |
|  |