	Ouodreshe Formula Design
	Major Task: Solve for roots
	Variables:
	idouble avalue idouble disc double y dante g
	· danble blanke · danble x, danble z
	· dauble a value · dauble x2 dauble f
	Minor Tasks:
	Thirding to use gradionitic or linear equation input.
	if $\alpha = 0$
	x = (- cValue)/(b Value)
	$\gamma_2 = Nan$
	1
	solve using quadratic Convilor
	x, =(-b+) b2-4ac 0/2ac
	x2=(-b+) b2-4ac)/2a / 2a
	Finding the discriminant
	disc = (bValue) - (4) (aValue) (cValue)
	16 disc 20
	X10= (-6) + (Jabs (disc) """
	(2a) 2a
	Xz = (ab) (Jaboldio) ""
	(20) 201
*	(2) will be stored at variable y 2f, (Jabs (disc)) will be stored at fix
	in .

	,
if diec ≥ 0 $x_1 = -b + \sqrt{b^2 - 4ac}$ $x_2 = -b - \sqrt{b^2 - 4ac}$	120
x22-b- 162- Mac	/20
Output:	
$x_1 = y + z$ $x_2 = f + g$	
@f	->-
$x_1 = y + z^{*}i''$ $x_2 = f + g^{*}i''$	
or	
$x_1 = y + z$ $x_2 = Nan$	