Code:

```
#include <iostream>
#include <string>
#include <sstream>
#include <cmath>
using namespace std;
int main(){
    double M,P,Q,A,B;
    cout<<"My'' + Py' + Qy = Ax +B"<<endl;</pre>
    cout<<"Enter M: ";</pre>
    cin>>M;
    cout<<"Enter P: ";</pre>
    cin>>P;
    cout<<"Enter Q: ";</pre>
    cin>>Q;
    cout<<"Enter A: ";</pre>
    cin>>A;
    cout<<"Enter B: ";</pre>
    cin>>B;
    cout<<"\n";</pre>
    double a=A/(float)Q;
    double b=(B-(P*a))/Q;
    double root1, root2;
    root1 = (-P + sqrt(pow(P,2) - (4*M*Q)))/(2*M);
    root2 = (-P - sqrt(pow(P,2) - (4*M*Q)))/(2*M);
    cout<<"Solution: c_1 e^(" << root1 << ")t + c_2 e^(" << root2 << "t) + (" <<
a << ")x + (" << b << ")" << endl;
    cout<<"y = "<<a<<"x + "<<b<<endl;</pre>
    cout<<"y' = "<<b<<endl;</pre>
    cout<<"y'' = 0"<<endl;</pre>
```

}

Output:

```
C:\Users\E1-432 PC\Documents\CPE 010>g++ DE.cpp

C:\Users\E1-432 PC\Documents\CPE 010>a.exe
My'' + Py' + Qy = Ax +B
Enter M: 1
Enter P: 3
Enter Q: 2
Enter A: 4
Enter B: 2

Solution: c_1 e^(-1)t + c_2 e^(-2t) + (2)x + (-2)
y = 2x + -2
y' = -2
y'' = 0

C:\Users\E1-432 PC\Documents\CPE 010>
```

