



Assignment 1

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Assignment1_65050389.java > ...
1  import java.util.Scanner;
2
3  public class Assignment1_65050389 {
4      public static void main(String[] args) {
5          Scanner userInput = new Scanner(System.in);
6          double a, b, c;
7
8          System.out.print(s:"Input a = ");
9          a = userInput.nextDouble();
10         System.out.print(s:"Input b = ");
11         b = userInput.nextDouble();
12         System.out.print(s:"Input c = ");
13         c = userInput.nextDouble();
14
15         if (a == 0) {
16             if (b != 0) {
17                 System.out.printf(format:"x = %.2f\n", (-c / b));
18             } else {
19                 System.out.println(x:"Not a valid quadratic equation.");
20             }
21         } else {
22             double discriminant = Math.pow(b, b:2) - 4 * a * c;
23             System.out.print(s:"\nOutput: ");
24
25             if (discriminant < 0) {
26                 double realPart = -b / (2 * a);
27                 double imgPart = Math.sqrt(-discriminant) / (2 * a);
28                 System.out.printf(format:"x = %.2f + %.2fi or %.2f - %.2fi\n", realPart, imgPart, realPart, imgPart);
29             } else {
30                 double x1 = (-b + Math.sqrt(discriminant)) / (2 * a);
31                 double x2 = (-b - Math.sqrt(discriminant)) / (2 * a);
32                 System.out.printf(format:"x = %.2f or %.2f\n", x1, x2);
33             }
34         }
35
36         userInput.close();
37     }
38 }
```

Output

```
Input a = 1
Input b = -2
Input c = -24
```

```
Output: x = 6.00 or -4.00
```

```
Input a = 1
Input b = -4
Input c = 8
```

```
Output: x = 2.00 + 2.00i or 2.00 - 2.00i
```