

① Get the value of co-efficients  $a, b, c$

② Calculate the discriminant using the formula  $(b^2 - 4ac)$

③ Depending on value of discriminant we obtain different roots

a) if - discriminant  $> 0$  <sup>then</sup> we get a real roots which are obtained by  $(-b \pm \sqrt{\text{disc}}) / (2a)$

b) if - discriminant  $= 0$  then we get real roots which are obtained by  $(-b) / (2a)$

c) if - discriminant  $< 0$  then we get imaginary roots. we divide the roots into real part & imaginary part.

Since we cannot find ~~the~~ sqrt of -ve no. We find the absolute value and then the imaginary part.

$$\text{real} = (-b) / (2a)$$

$$\text{imag} = \text{sqrt}(\text{absolute}(\text{disc})) / (2a) \times i$$

Roots are given by  $\text{real} \pm i \text{imag}$

```
import java.util.*;
```

```
public class QuadraticRoot {
```

```
    public static void main (String[] args) {
```

```
        double a, b, c; //  $ax^2 + bx + c$ 
```

```
        Scanner input = new Scanner(System.in);
```

```
        a = input.nextDouble();
```

```
        b = input.nextDouble();
```

```
        c = input.nextDouble();
```

```
        double disc = Math.pow(b, 2) - (4 * a * c);
```

```
        if (disc > 0) {
```

```
            System.out.println("The roots are real & unequal");
```

```
            double r1 = (-b + Math.sqrt(disc)) / (2 * a);
```

```
            double r2 = (-b - Math.sqrt(disc)) / (2 * a);
```

```
            System.out.println("The roots are: " + r1 + " and " + r2);
```

```
        } else if (disc == 0) {
```

```
            System.out.println("The roots are real & equal");
```

```
            double r1 = (-b) / (2 * a);
```

```
            System.out.println("The roots are: " + r1 + " and " + r1);
```

```
        } else {
```

```
            System.out.println("The roots are imaginary & unequal");
```

```
            double real = (-b) / (2 * a);
```

```
            double imag = Math.sqrt(Math.abs(disc)) / (2 * a);
```

```
            System.out.println("The roots are: " + real + "+i" + imag + " and "
```

```
                + real + "-i" + imag);
```

```
        }
```

```
    }
```

```
}
```