```
<!DOCTYPE html>
<html lang="ja">
<head>
    <meta charset="UTF-8">
    <title>2 次方程式の求解</title>
    <script>
        function answer() {
            let a = document.getElementById('a').value;
            let b = document.getElementById('b').value;
            let c = document.getElementById('c').value;
            let d = b * b - 4 * a * c;
            const answer = document.getElementById('answer');
            if (d > 0) {
                let x1 = (-1.0 * b + Math.sqrt(d)) / (2.0 * a);
                let x2 = (-1.0 * b - Math.sqrt(d)) / (2.0 * a);
                answer.innerHTML = "<p>x = " + x1 + ", " + x2 + "</p>";
            } else if (d === 0) {
                let x1 = (-1.0 * b + Math.sqrt(d)) / (2.0 * a);
                answer.innerHTML = "<p>x = " + x1 + "</p>";
            } else {
                answer.innerHTML = "<p>解なし</p>";
            }
        }
    </script>
</head>
<body>
    <h1>2 次方程式の求解</h1>
    <div id="formula">
        <input type="number" id="a" style="width: 4em;">
        x<sup>2</sup> +
        <input type="number" id="b" style="width: 4em;">
        x +
        <input type="number" id="c" style="width: 4em;">
        = 0<br>
        <input type="button" value="計算" onclick="answer();" style="margin-top: 10px;">
    </div>
    <div id="answer"></div>
</body>
</html>
```

▲コード 1　2 次方程式の求解をするプログラムのソースコード

```html
<!DOCTYPE html>
<html lang="ja">
<head>
    <meta charset="UTF-8">
    <title>関数のグラフ表示</title>
    <script>
        function drow(myForm) {
            for (var x = -10; x < 10; x += 0.025) {
                let y1 = eval(myForm.func.value);
                x += 0.025;
                let y2 = eval(myForm.func.value);
                x -= 0.025;
                point.moveTo(x * 20 + 200, 200 - y1 * 20);
                point.lineTo(x * 20 + 200.05, 200 - y2 * 20);
                point.stroke();
            }
        }
    </script>
</head>
<body>
    <h1>関数のグラフ表示</h1>
    <form>
        <input type="text" id="formula" name="func">
        <input type="button" value="描画" onclick="drow(this.form);" style="margin-top: 10px;"><br>
    </form>
    <canvas id="field" width="400" height="400" style="background-color: #eeeeee;"></canvas>
    <script>
        let formula = document.getElementById('formula');
        let canvas = document.getElementById('field');
        let point = canvas.getContext('2d');
        point.moveTo(0, 200);
        point.lineTo(400, 200);
        point.stroke();
        point.moveTo(200, 0);
        point.lineTo(200, 400);
        point.stroke();
    </script>
</body>
</html>
```

▲コード 2　関数のグラフ表示をするプログラムのソースコード