```
<!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 = "x = " + x1 + ", " + x2 + "";
           } else if (d === 0) {
               let x1 = (-1.0 * b + Math.sqrt(d)) / (2.0 * a);
               answer.innerHTML = "x = " + x1 + "";
           } else {
               answer.innerHTML = "解なし";
           }
   </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;">
       <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>
```

```
<!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>
<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:</pre>
10px;"><br>
    </form>
    <canvas id="field" width="400" height="400" style="background-color:</pre>
#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>
```