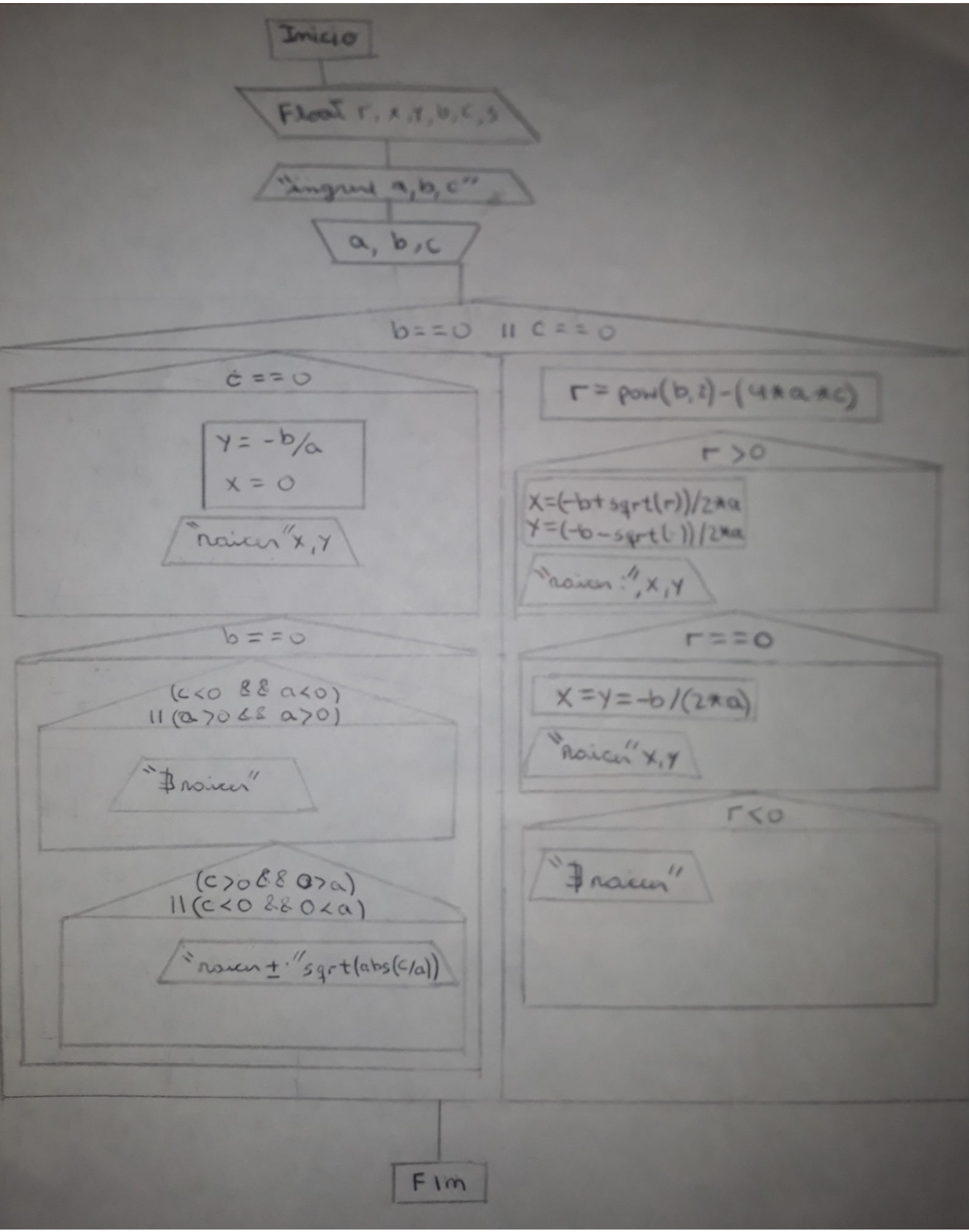
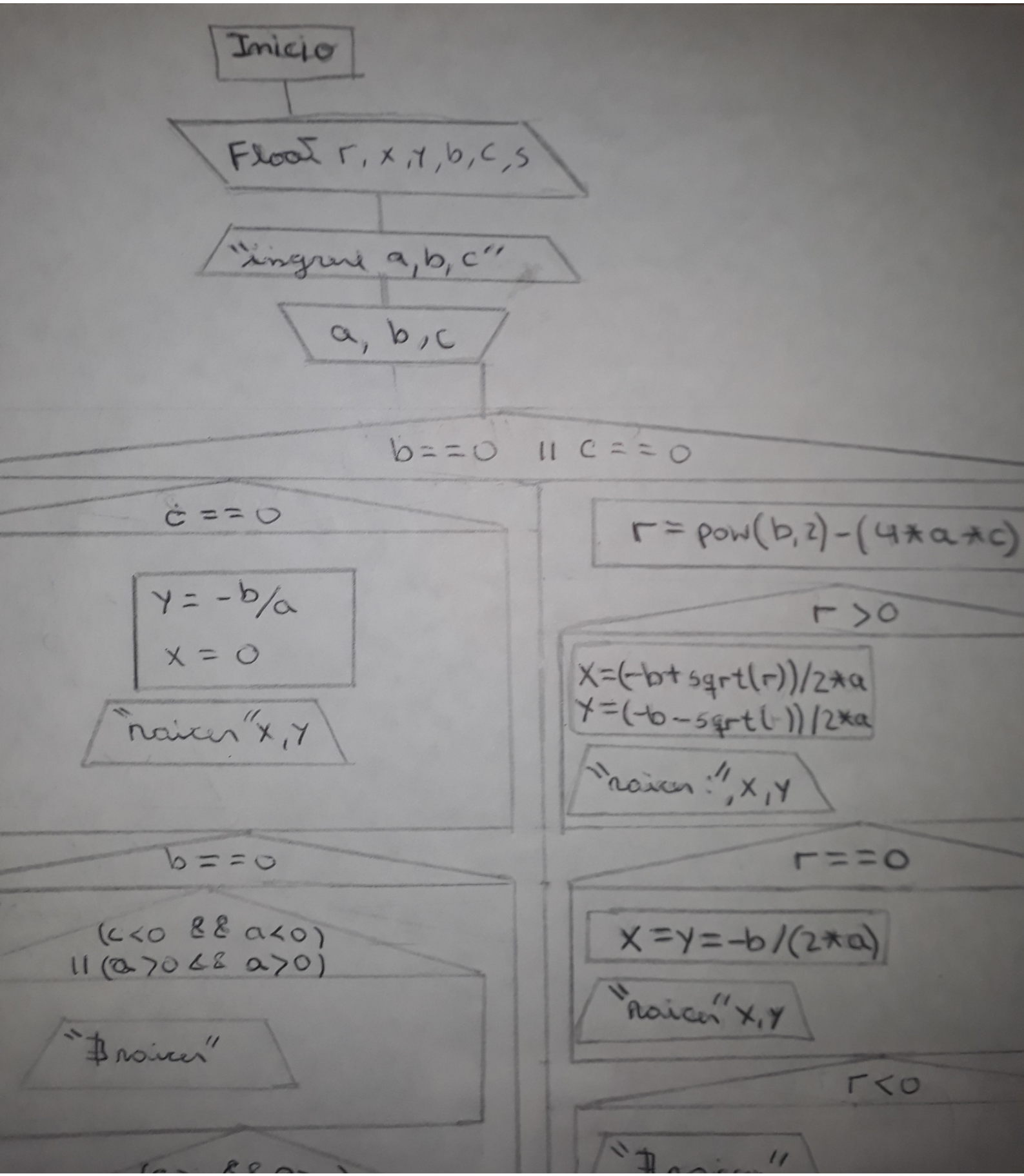

Inicio
Float r, x, y, b, c, s
"insira a, b, c"
a, b, c
b==0 || c==0
c==0
y = -b/a
x = 0
"raiz" x, y
b==0
(c<0 && a<0)
|| (a>0 && a>0)
"∄ raiz"
(c>0 && 0>a)
|| (c<0 && 0<a)
"raiz ±" sqrt(abs(c/a))
r = pow(b,2)-(4*a*c)
r>0
x=(-b+sqrt(r))/2*a
y=(-b-sqrt(r))/2*a
"raiz:", x, y
r==0
x=y=-b/(2*a)
"raiz" x, y
r<0
"∄ raiz"
Fim


Inicio
Float r, x, y, b, c, s
"ingrese a, b, c"
a, b, c
b==0 || c==0
c==0
y = -b/a
x = 0
"raices" x, y
b==0
(c<0 && a<0)
|| (a>0 && a>0)
"$raices"
r = pow(b,2)-(4*a*c)
r>0
x=(-b+sqrt(r))/2*a
y=(-b-sqrt(r))/2*a
"raices:", x, y
r==0
x=y=-b/(2*a)
"raices" x, y
r<0

$$y = -b/a$$

$$x = 0$$