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'3D'

classmate
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OOT Lab-1

```
import java.util.Scanner;
import java.lang.*;
class Quadratic {
    public static void main(String[] args) {
        double a, b, c, r1, r2, d;

        Scanner scan = new Scanner(System.in);
        System.out.println("Enter the coefficients of  
the quadratic equation a, b & c\n");
        a = scan.nextDouble();
        b = scan.nextDouble();
        c = scan.nextDouble();

        d = b * b - (4 * a * c);
        if (d < 0) {
            System.out.println("There are no real  
solutions for this quadratic equation\n");
            System.exit(0);
        }
        r1 = (-b + Math.sqrt(d)) / (2 * a);
        r2 = (-b - Math.sqrt(d)) / (2 * a);
        if (d == 0) {
            System.out.println("The solutions are real  
and equal to " + r1);
        }
        else {
            System.out.println("The real solutions  
are\n" + r1 + "and" + r2);
        }
    }
}
```