

### Algorithm: Eigenvalues of 2x2 matrix

Include predefined class libraries / header files in the program using preprocessor directive #include <iostream> , <cmath>

using namespace std;

**Class declaration:** declare a class "eigenvalue"

**Private member declaration:**

**Data variables:**

declare float type data variables "a,b,c,d,deter,dis,t,l1,l2,real,imag"

**Public member declaration:**

Declare member function (1) getdata (2) calculate of type void

**Member function definitions:**

Define member functions getdata using scope resolution operator

"void eigenvalue::getdata()"

**Get input from user:**

"Enter matrix elements a11,a12,a21,a22"

The input is written in allocated memory space using  
cin>>a>>b>>c>>d;

**Member function definition:**

Define member functions calculate using scope resolution operator

"void eigenvalue::calculate()"

Perform the calculations

```
deter=(a*d)-(b*c); //calculate determinant
cout<<"Determinant of the given matrix is "<<deter<<endl;
t=a+d; //calculate trace
cout<<"Trace is "<<t<<endl;
dis=(t*t)-(4*deter); //calculate discriminant
cout<<"Discriminant is "<<dis<<endl;

if(dis>0) //if loop condition
{
    cout<<"eigen values are real and different"<<endl;
    l1=(t/2)+sqrt(dis)/2; //calculate eigenvalues
    l2=(t/2)-sqrt(dis)/2;
    cout<<"eigen value of given matrix are "<<l1<<" and "<<l2<<endl;
}

else if(dis==0) //if loop condition
{
```

```

    cout<<"eigen values are real and equal"<<endl;
    l1=t/2; //calculate eigenvalues
    l2= t/2;
    cout<<"eigen value of given matrix are "<<l1<<" and "<<l2<<endl;
}

else if(dis<0) //if loop condition
{
    cout<<"eigen values are complex no"<<endl;
    real=(t/2); //calculate eigenvalues
    imag= (sqrt(-dis))/2;
    cout<<"First eigen value of given matrix are "<<real<<"+"i"<<imag<<endl;
    cout<<"Second eigen value of given matrix are "<<real<<"-"i"<<imag<<endl;
}

```

Inside the main function of type integer , create an object of class eigenvalue and named e. Use this object to call public member functions and terminate the program using return 0 statement

```

int main()
{
    eigenvalue e; //create object
    e.getdata(); //member function calling
    e.calculate();
    return 0; //program termination
}

```