

Problem

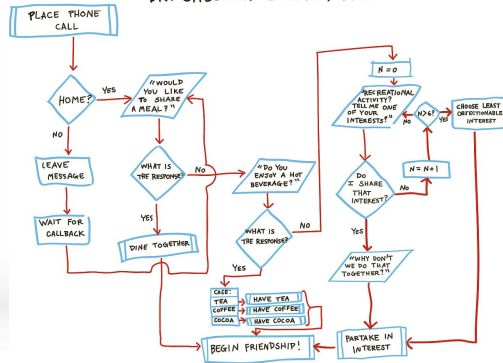
Algorithmus

Programm

Berechnung



### THE FRIENDSHIP ALGORITHM DR. SHELDON COOPER, Ph.D



```
public class RootFinder {  
    public static void main(String[] args) {  
        Scanner reader = new Scanner(System.in);  
  
        System.out.println("P(x) = ax^2 + bx + c");  
  
        System.out.print("a = ");  
        double a = reader.nextDouble();  
  
        System.out.print("b = ");  
        double b = reader.nextDouble();  
  
        System.out.print("c = ");  
        double c = reader.nextDouble();  
  
        double delta = b*b - 4 * a * c;  
  
        if (delta >= 0) {  
            //There are real solutions  
            double x1 = ((-b) + Math.sqrt(delta)) / (2 * a);  
            double x2 = ((-b) - Math.sqrt(delta)) / (2 * a);  
            System.out.println("x1 = " + x1);  
            System.out.println("x2 = " + x2);  
        } else {  
            System.out.println("Keine reelle Loesung");  
        }  
    }  
}
```

