```
import java.util.*;
import java.text.*;
import java.awt.*;
import java.applet.*;

public class Programma extends Applet
{


   TextField text1, text2, text3;


   public void init()
   {
      text1 = new TextField(20);
      add(text1);
      text1.setText("0");
      text1.setBounds(25, 20, 100, 20);
      setLayout(new BorderLayout());

      text2 = new TextField(20);
      add(text2);
      text2.setText("0");
      text2.setBounds(25, 60, 100, 20);
      setLayout(new BorderLayout());

      text3 = new TextField(20);
      add(text3);
      text3.setText("0");
      text3.setBounds(25, 100, 100, 20);
```

```
    setLayout(new BorderLayout());



}

public void paint(Graphics g)
{
    g.drawString("a", 10, 35);
    g.drawString("b", 10, 75);
    g.drawString("c", 10, 115);
    g.drawString("Απάντηση: ", 10, 160);
    int a=0, b=0 , c=0;
    double riza_1, riza_2, x, d;
    String sa, sb , sc, m="" ,m1,m2;
     try
     {
          sa = text1.getText();
          a = Integer.parseInt(sa);



      }
     catch(Exception e) {}
     try
     {
          sb = text2.getText();
          b = Integer.parseInt(sb);
      }
     catch(Exception e) {}
     try
     {
```

```
        sc = text3.getText();
        c = Integer.parseInt(sc);
    }
   catch(Exception e) {}



if(a==0)
{



    if (b==0)
    {
        if (c==0)
        {
            m = "Αόριστη";
        }
        else
        {
            m = "Αδύνατη";
        }
    }
    else
    {
        x = -c / b;
         m1 =  String.valueOf(x);
```

```
        m = "Έχει λύση "+m1;
    }
}
else
{

d = b * b - 4 * a * c;

    if(d>0)
    {

        riza_1 = ( -b + Math.sqrt(d)) / (2*a);
        riza_2 = ( -b - Math.sqrt(d)) / (2*a);
         m1 =  String.valueOf(riza_1);

         m2 =  String.valueOf(riza_2);


       m = "Η πρώτη και η δεύτερη ρίζα είναι :"+m1+m2 ;
    }
    else if(d == 0)
    {

        riza_1 = (-b+Math.sqrt(d))/(2*a);
         m1 =  String.valueOf(riza_1);
```

```
            m = " :"+m1;


        }
                                else if(d<0){
                                    m = "Δεν υπάρχει ρίζα";
                                 }
                        }
                        g.drawString(m,80,160);
            }


            public boolean action(Event event, Object obj)
    {
        repaint();
        return true;
    }
}
```