

4 標準クラスの利用

1. 1) `double x = Math.max(2*a, Math.pow(b,2));`
2) `double y = 2*a* Math.random() - a;`
3) `double z = Math.round((2*a+b)/c);`
2. ① `Math.pow(b,2) - 4*a*c;`
② `(-b + sq) / (2*a)`
③ `(-b - sq) / (2*a)`
3.

```
import lib.Input;
public class P3 {
    public static void main(String[] args) {
        double a,b,c;
        a = Input.getDouble();
        b = Input.getDouble();
        c = Input.getDouble();
        double x = Math.pow(a, 2) + Math.pow(b, 2) - 2*c;
        double y = Math.sqrt(a) + Math.sqrt(b) + 3*c;
        System.out.println("(1)="+x);
        System.out.println("(2)="+y);
    }
}
```