```
` FILE: quadratic.x
` PURPOSE: solve ax^2 + bx + c = 0
` METHOD: standard formula
` USAGE: >> xcom x/sqrt.x x/quadratic.x
` AUTHOR: Ashwin Ramaswamy
` MODS: McKeeman
if   ¬(a ≤ 0.0 ∧ a ≥ 0.0) ⇒                          ` ax^2 + bx + c = 0
     root ← sqrt ← b×b−4.0×a×c;
     res1 ← −(b+root)/2.0;
     res2 ← −(b−root)/2.0;
 []  ¬(b ≤ 0.0 ∧ b ≥ 0.0) ⇒                          ` bx + c = 0
     res1 ← −c/b;
     res2 ← −c/b;
fi;
```