#include <iostream>

#include "math.h"

using namespace std;

int main()

{

float a, b, c, x;

double f;

cout << "Enter a, b, c, x: " << endl;

cin >> a >> b >> c >> x;

if ((x < 0) && (b != 0)) f = - a \* (pow (x, 2)) + b;

else

if ((x > 0) && (b == 0)) f = x / (x - c) + 5.5;

else

f = x / (- c);

cout << f;

return 0;

}