**PROGRAMA: Formula general**

|  |  |
| --- | --- |
| #include<stdio.h> |  |
|  | #include<math.h> |
|  | #include<conio.h> |
|  |  |
|  | //Prog16.Fórmula General |
|  |  |
|  | float a,b,c,d,e,f,g,h,i,j,x,y; |
|  |  |
|  | main(){ |
|  |  |
|  | printf("Introducir valor a: "); |
|  | scanf("%f",&a); |
|  |  |
|  | if (a==0){ |
|  | printf("a debe ser diferente de cero"); |
|  | } else { |
|  | printf("Introducir valor b: "); |
|  | scanf("%f",&b); |
|  | printf("Introducir valor c: "); |
|  | scanf("%f",&c); |
|  | e=pow(b,2); |
|  | d=e-(4\*a\*c); |
|  |  |
|  | if(d<0){ |
|  | g=d\*-1; |
|  | h=pow(g,0.5); |
|  | i=(b\*-1)/(2\*a); |
|  | j=h/(2\*a); |
|  |  |
|  | x=i+j; |
|  | y=i-j; |
|  |  |
|  | printf("x1= %f i \n",x); |
|  | printf("x2= %f i",y); |
|  |  |
|  | } else { |
|  | f=pow(d,0.5); |
|  | x=((b\*-1)+f)/(2\*a); |
|  | y=((b\*-1)-f)/(2\*a); |
|  |  |
|  | printf("x1= %f \n",x); |
|  | printf("x2= %f",y); |
|  | } |
|  | } |
|  |  |
|  | getch(); |
|  |  |
|  | } |