Write a program to read the values of coefficients a, b and c of a quadratic equation $ax^2+bx+c=0$ and find roots of the equation.

```c
#include<stdio.h>
#include<conio.h>
#include<math.h>
int main()
{
   float a,b,c,d,root1,root2;
   printf("Enter the value of a,b,c:\t");
   scanf("%f%f%f",&a,&b,&c);
   d=(b*b)-4*a*c;
   if (d>=0)
   {
      root1=(-b+sqrt(d))/(2*a);
      root2=(-b-sqrt(d))/(2*a);
      printf("\nThe root of the equation are %f and %f",root1,root2);

   }
   else
   {
      d=d*(-1);
      root1=sqrt(d)/(2*a);
      printf("The root of the equation are:\n%f+i(%f)",(-b/(2*a)),root1);
      printf("\n%f-i(%f)",(-b/(2*a)),root1);
   }
   return 0;
}
```