#include <stdio.h>

int main() {

float x1 = 5.0, y1 = 4.0, x2 = 3.0, y2 = 2.0;

float slope;

if (x2 - x1 == 0) {

printf("The slope is undefined (vertical line).\n");

return 1; // Exit with an error code for undefined slope

}

slope = (y2 - y1) / (x2 - x1);

printf("The slope of the line passing through points (%.1f, %.1f) and (%.1f, %.1f) is %.3f\n", x1, y1, x2, y2, slope);

return 0;

}