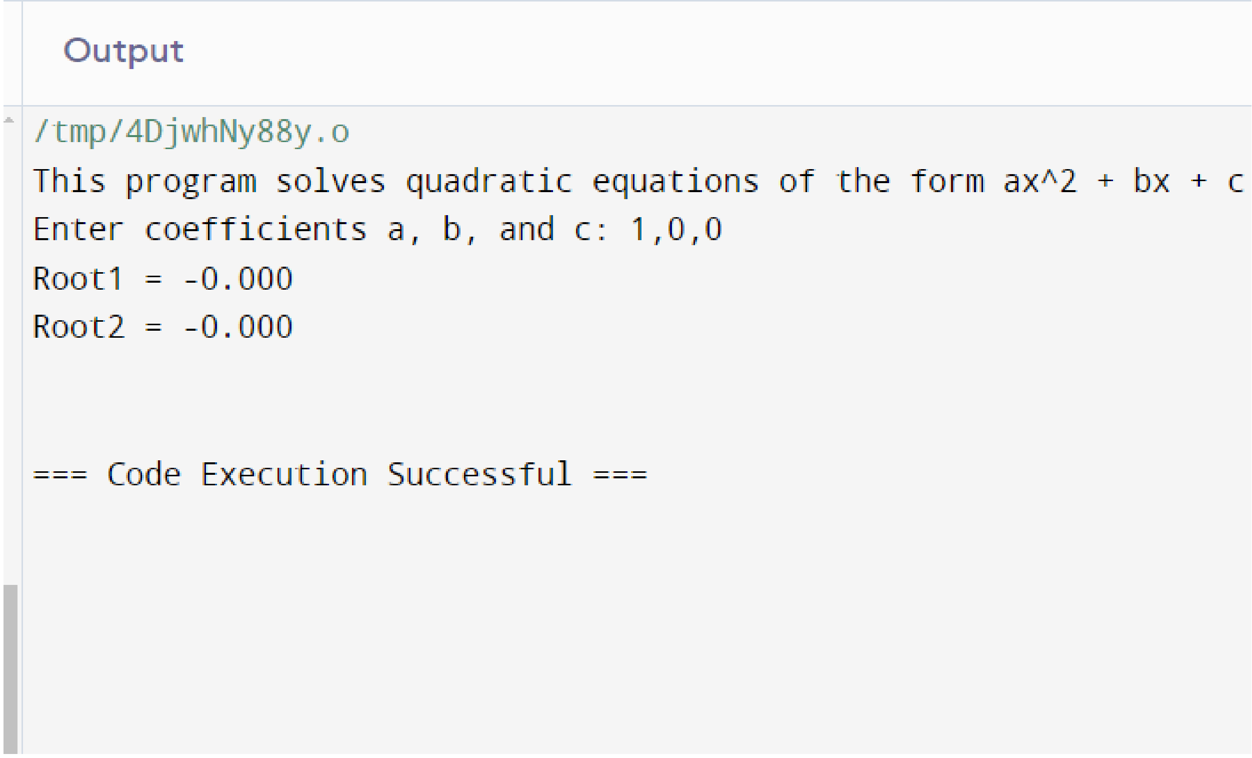
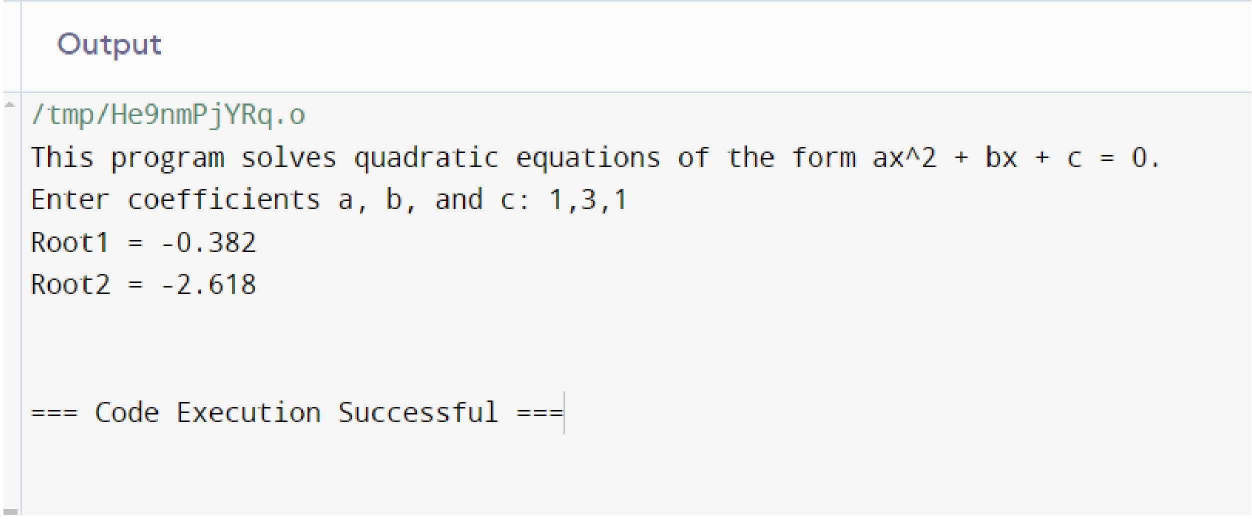


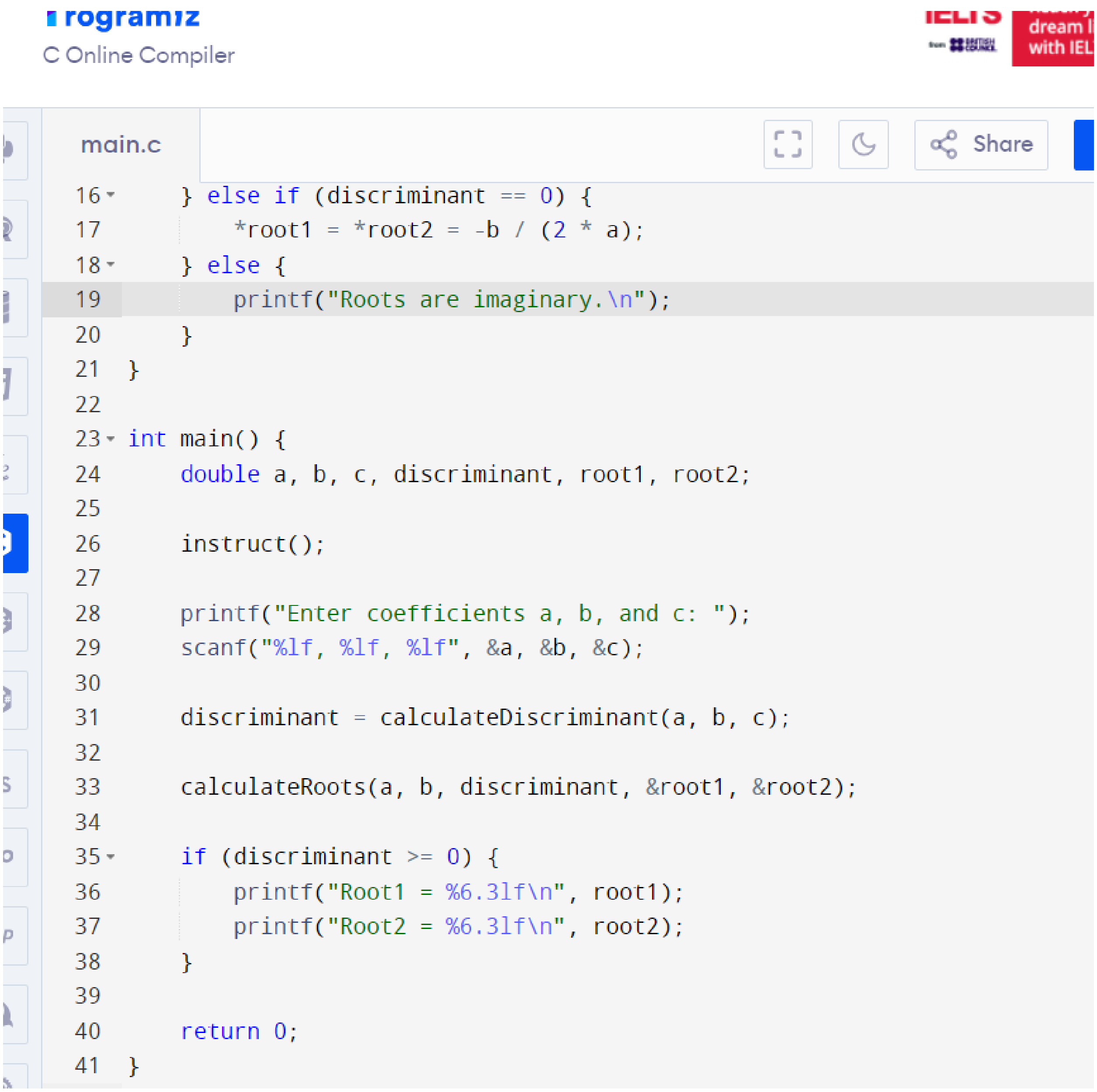
Output

```
/tmp/4DjwhNy88y.o
This program solves quadratic equations of the form ax^2 + bx + c
Enter coefficients a, b, and c: 1,0,0
Root1 = -0.000
Root2 = -0.000


=== Code Execution Successful ===
```

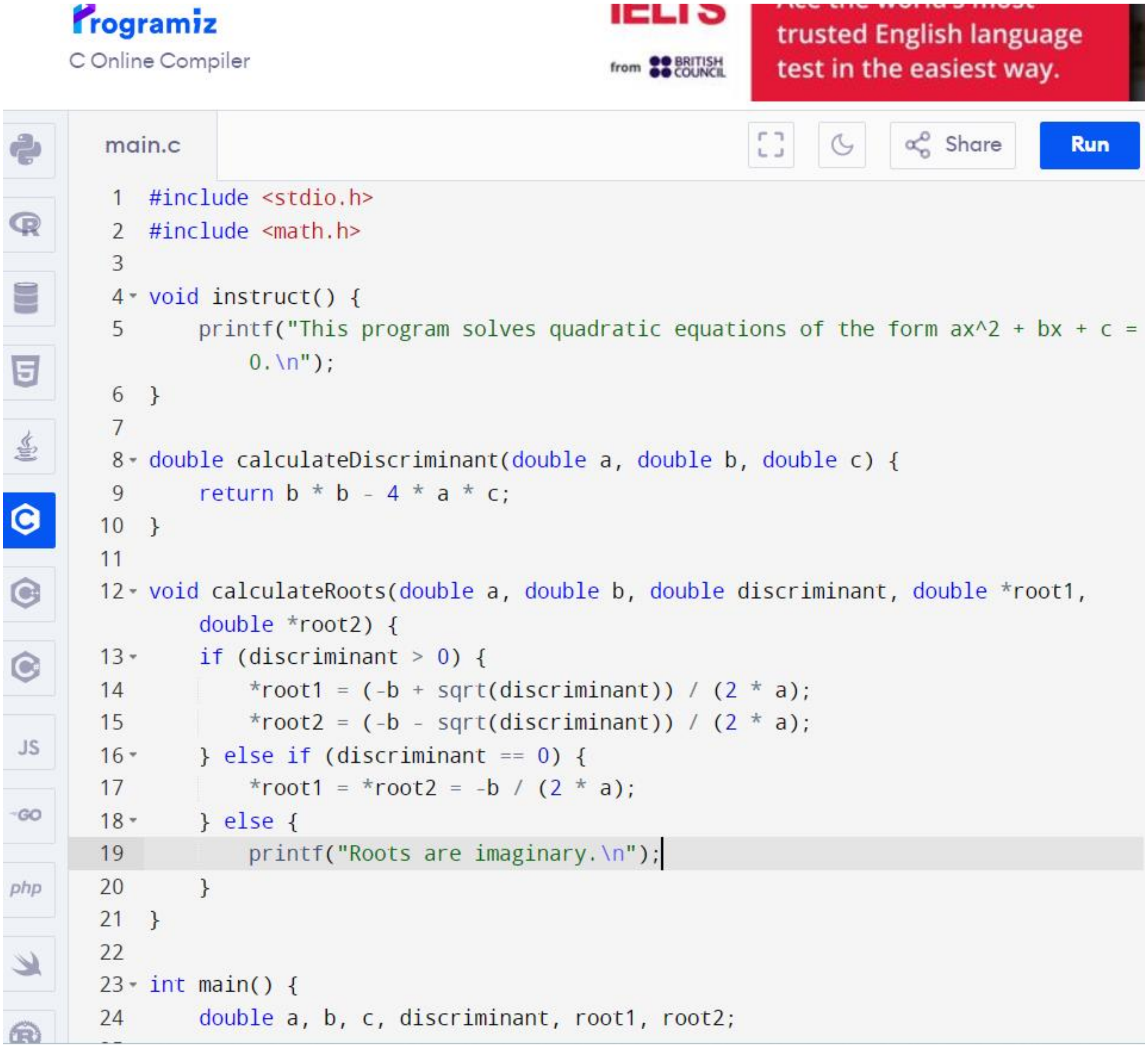


Output

```
/tmp/He9nmPjYRq.o
This program solves quadratic equations of the form ax^2 + bx + c = 0.
Enter coefficients a, b, and c: 1,3,1
Root1 = -0.382
Root2 = -2.618


=== Code Execution Successful ===
```



```c
    } else if (discriminant == 0) {
        *root1 = *root2 = -b / (2 * a);
    } else {
        printf("Roots are imaginary.\n");
    }
}

int main() {
    double a, b, c, discriminant, root1, root2;

    instruct();

    printf("Enter coefficients a, b, and c: ");
    scanf("%lf, %lf, %lf", &a, &b, &c);

    discriminant = calculateDiscriminant(a, b, c);

    calculateRoots(a, b, discriminant, &root1, &root2);

    if (discriminant >= 0) {
        printf("Root1 = %6.3lf\n", root1);
        printf("Root2 = %6.3lf\n", root2);
    }

    return 0;
}
```



```c
#include <stdio.h>
#include <math.h>

void instruct() {
    printf("This program solves quadratic equations of the form ax^2 + bx + c = 0.\n");
}

double calculateDiscriminant(double a, double b, double c) {
    return b * b - 4 * a * c;
}

void calculateRoots(double a, double b, double discriminant, double *root1, double *root2) {
    if (discriminant > 0) {
        *root1 = (-b + sqrt(discriminant)) / (2 * a);
        *root2 = (-b - sqrt(discriminant)) / (2 * a);
    } else if (discriminant == 0) {
        *root1 = *root2 = -b / (2 * a);
    } else {
        printf("Roots are imaginary.\n");
    }
}

int main() {
    double a, b, c, discriminant, root1, root2;
```