Write a program to calculate the roots of a quadratic equation

```c
#include <stdio.h>
#include <math.h>
void main()
{ int a,b,c;
    printf(" Enter the coeffecients").
    scanf("%d%d%d", &a,&b,&c);
    float D, root1, root2;

    D = (b*b) - (4*a*c);

    if (D>0)
    {   printf(" The roots
        root1 = (-b + sqrt(D))/2*a
        root2 = (-b - sqrt(D))/2*a
        printf(" The roots are real and
                    distinct and the
                    roots are %.f and
                            %.f", root1, root2);
}
```

```c
else if (D==0)
{
    root 1 = -b/2*a ;
    printf(" The roots are real and
                equal and the
                    roots are %f and
                        %f", root1,
                            root1);
}
else
{
    printf(" The roots are imaginary");
}
}
```

```c
#include <math.h>
#include <stdio.h>
#include <conio.h>
float area(int a, int b, int c);
void main()
{
    int s1, s2, s3;
    float area_of_triangle;
    clrscr();
    printf("Enter the sides of the
                    triangle\n");
    scanf("%d%d%d", &s1, &s2, &s3);
    area_of_triangle = area(s1, s2, s3);
    printf("Area of triangle is %f",
                    area_of_triangle);
    getch();
}
float area(int a, int b, int c)
{
    float s, res;
    s = (a+b+c)/2;
    res = sqrt((s*(s-a)*(s-b)*(s-c));
    return(res);
}
```

```c
#include <stdio.h>
#include <conio.h>
void main()
{
int a,b,c;
clrsor();
printf("Enter three different integer
            number\n");
scanf("%d%d%d", &a, &b, &c);
if (a<b && a<c)
{
  printf("%d is smallest", a);
}
else if (b<c && b<c)
{
  printf("%d is smallest, b);
}
else if (c<a && c<b)
{
  printf("%d is smallest", c);
}

getch();
}
```

```c
#include < stdio.h>
#include < conio.h>
float average (int a, int b, int c)
void main ()
{
    int num1, num2, num3;
    float ov;
    clrscr();
    printf ("Enter three numbers.\n");
    scanf ("%d %d %d", &num1, &num2,
                            &num3);
    ov = average (num1, num2, num3);
    printf (" The average is %.f, ov);
    getch();
}

float average (int a, int b, int c)
{
    float res;
    res = (a+b+c)/3;
    return (res);
}
```