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

struct eq
{
    double delta;
    double root1;
    double root2;
};

struct eq solver (double, double, double);
int main()
{
    double a, b, c;
    do
    {
        scanf ("%lf", &a);
    } while (!a);
    scanf ("%lf %lf", &b, &c);
    if (solver(a,b,c).delta < 0)
        printf ("No real roots! \n");
    else if (!solver(a,b,c).delta)
        printf ("One root: %lf \n", solver(a,b,c).root1);
    else
        printf ("Two roots: %lf & %lf \n", solver(a,b,c).root1, solver(a,b,c).root2);
    return 0;
}
```

```
struct eq toSolve (double a, double b, double c)
{
    struct eq toSolve;
    toSolve.delta = (b*b) - (4*a*c);
    if (toSolve.delta < 0)
        return toSolve;
    toSolve.root1 = (-b + sqrt(toSolve.delta)) / (2*a);
    toSolve.root2 = (-b - sqrt(toSolve.delta)) / (2*a);
    return toSolve;
}
```