

```

#include<stdio.h>

#include<math.h>


// To check whether it is the root of  $4x^2-5x-3=0$ 

int ret(float a)
{
    float t,p,t1,p1;

    t=5+sqrt(73);

    p=5-sqrt(73);
    /* This is to convert it into two decimal places*/
    t1=(int)((t*100+0.5)/8);
    t=t1/100;

    p1=(int)((p*100-0.5)/8);
    p=p1/100;

    if(a==t | a==p)
        return 0;
    else return 1;
}


int main()
{
    float a,b;

    // Taking two distinct numbers upto two decimal points from the user
    scanf("%f%f",&a,&b);
    if(ret(a)==0&&ret(b)==0)

```

