#include<stdio.h>

#include<math.h>

// To check whether it is the root of 4x\*x-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)

{

printf(" Both are roots of the given equation\n");

}

else

printf(" Both are not roots of the given equation\n");

}