main.c

Share Run

```c
//DAY 9
//Q17
#include <stdio.h>
#include <math.h>
int main() {
    float a, b, c, discriminant, root1, root2, realPart, imagPart;

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

    discriminant = b*b - 4*a*c;

    if (a == 0) {
        printf("This is not a quadratic equation (a cannot be 0).\n");
    }
    else {
        if (discriminant > 0) {
            root1 = (-b + sqrt(discriminant)) / (2*a);
            root2 = (-b - sqrt(discriminant)) / (2*a);
            printf("Roots are real and distinct.\n");
            printf("Root 1 = %.2f\nRoot 2 = %.2f\n", root1, root2);
        }
        else if (discriminant == 0) {
            root1 = -b / (2*a);
            printf("Roots are real and equal.\n");
            printf("Root = %.2f\n", root1);
        }
        else {
            realPart = -b / (2*a);
            imagPart = sqrt(-discriminant) / (2*a);
            printf("Roots are complex and imaginary.\n");
            printf("Root 1 = %.2f + %.2fi\n", realPart, imagPart);
            printf("Root 2 = %.2f - %.2fi\n", realPart, imagPart);
        }
    }
        return 0;
}
```

Output

```
Enter coefficients a, b and c: 3 5 4
Roots are complex and imaginary.
Root 1 = -0.83 + 0.80i
Root 2 = -0.83 - 0.80i


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

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Share Run

```c
//DAY 9
//Q18
#include <stdio.h>
int main(){
    int percentage;

    printf("Enter percentage: ");
    scanf("%d", &percentage);

   if (percentage >= 90 || percentage <=100) {
            printf("Grade: A\n");
        }
        else if (percentage >= 80 || percentage <=89) {
            printf("Grade: B\n");
        }
        else if (percentage >= 70 ||percentage <=79) {
            printf("Grade: C\n");
        }
        else if (percentage >= 60 || percentage <=69) {
            printf("Grade: D\n");
        }
        else {
            printf("Grade: F\n");
        }

    return 0;
}
```

Output

```
Enter percentage: 98
Grade: A


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