1. Import the math module

2. Define a function called main:

a. Accept inputs from the user for the values of a, b, and c

b. Check if all inputs are positive numbers:

i. If true:

- Try to calculate the checker value using the formula log(b^2 - 3\*a\*c)

- If the calculation is successful (no ValueError):

- Check if the checker value is greater than or equal to 0.5:

- If true:

-Print "We are good to go"

-Call the functEquation1 function with arguments a, b, and c

- Call the functEquation2 function with arguments a, b, and c

- If false:

- Print "Let's call it a day"

- If a ValueError occurs during the calculation:

- Print "Let's call it a day"

ii. If any input is not a positive number, print an error message indicating that only positive numbers are allowed

3. Define a function called functEquation1 with parameters a, b, and c:

a. Calculate the solution using the formula (-b + log(b^2 - 3\*a\*c)) / log(2\*c)

b. Print the solution for equation 1

4. Define a function called functEquation2 with parameters a, b, and c:

a. Calculate the solution using the formula (-b - log(b^2 - 3\*a\*c)) / log(2\*c)

b. Print the solution for equation 2

5. Call the main function to start the program