(c) Modify the program so that it displays a complex number with a negative imaginary part as a - bi instead of a + -bi. For example, the output of the program with the original coefficients would be

```
root1 = -0.2 + 0.4i

root2 = -0.2 - 0.4i
```

- 2. (C99) Write a program that converts a complex number in Cartesian coordinates to polar form. The user will enter a and b (the real and imaginary parts of the number); the program will display the values of r and  $\theta$ .
- 3. (C99) Write a program that converts a complex number in polar coordinates to Cartesian form. After the user enters the values of r and  $\theta$ , the program will display the number in the form a + bi, where

$$a = r \cos \theta$$
$$b = r \sin \theta$$

4. (C99) Write a program that displays the *n*th roots of unity when given a positive integer *n*. The *n*th roots of unity are given by the formula  $e^{2\pi ikln}$ , where *k* is an integer between 0 and n-1.