

```
#include <stdio.h>
#include <math.h>

int main() {
    float xp, yp, xq, yq, slope, angle;

    printf("Enter the coordinates of point P (xp yp): ");
    scanf("%f %f", &xp, &yp);

    printf("Enter the coordinates of point Q (xq yq): ");
    scanf("%f %f", &xq, &yq);

    if (xp == xq) {
        printf("The line is vertical, and the slope is undefined.\n");
    } else {
        slope = (yq - yp) / (xq - xp);

        angle = atan(slope);

        angle = angle * 180.0 / M_PI;

        printf("The slope of the line is: %.2f\n", slope);
        printf("The angle of inclination is: %.2f degrees\n", angle);
    }

    return 0;
}
```