**Source Code akar.c**

#include <stdio.h>

#include <math.h>

typedef struct{

float x1, x2;

} Titik;

Titik NilaiTitik;

Titik CreateTitik (float a, float b, float c)

{

float E;

E=b\*b-4\*a\*c;

Titik Hsl;

Hsl.x1 = ((-b+sqrt(E))/2\*a);

Hsl.x2 = ((-b-sqrt(E))/2\*a);

return Hsl;

}

int main ()

{

float d,e,f,D;

printf("Program untuk menghitung akar persamaan kuadrat ax^2+bx+c=0\n");

printf("Nilai a = ");

scanf("%f",&d);

printf("Nilai b = ");

scanf("%f",&e);

printf("Nilai c = ");

scanf("%f",&f);

D=e\*e-4\*d\*f;

if (D>=0)

{

NilaiTitik=CreateTitik(d,e,f);

printf("Nilai x1 = %f \n",NilaiTitik.x1);

printf("Nilai x2 = %f \n",NilaiTitik.x2);

}

else

{printf("Nilai akarnya imajiner\n");}

return (0);

}

