Task 1:

Define a function, `cube_num(num)` that takes a number as input, cubes it, and then returns it. You can assume the user always provides a number as the argument.

Task 2:

Define a function, `is_even(num)` that takes a number as input, and returns whether it's even. You can assume the user always provides a number as the argument.

Task 3:

Define a function, `quadratic_roots(a, b, c)` that solves for and returns the roots of a polynomial in the format $ax^2 + bx + c$. Recall that the formula for doing so is:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Make sure your function returns *both* roots!