```c
#include <stdio.h>
#include <math.h>
int main(){
    // input
    int a, b, c;
    scanf("%dx^2 + %dx + %d = 0", &a, &b, &c);

        /* NOTE: In this question, the correct thing to do is to use double
        instead of float variables to get higher precision computations. We
        announced during the lab that students should use float variables and
        float typecasts in this problem.

        Students who have used double variables and double typecasts will not
        pass one test case due to this problem. However, they need not worry
        as they will also be given credit for their work.

        If you have lost marks in one test case because you used double variables
        and double typecasts, please apply for regrading. Marks will be given
        irrespective of whether students have used float variables and float typecasts,
        or double variables and double typecasts. */

    // Computation of discriminant
    float d = (float)(b*b - 4*a*c);
    // Computation of sum of roots
    float sum = -(float)b/a;
    // Computation of absolute difference of roots
    float diff = sqrt(sum*sum - 4*(float)c/a);
    // Computation of extremal point
    float e = -(float)b/(2*a);
    // Printing in output format
    printf("Discriminant: %.3f\nExtremum: %.3f\nSum: %.3f\nDifference: %.3f", d, e, sum, diff);
    return 0;
}
```