#include <cstdio>

#include <cmath>

using namespace std;

typedef long long LL;

int main()

{

LL a, b, c, d;

scanf("%lld%lld%lld", &a, &b, &c);

if (a == 0)

{

if (b == 0 && c == 0)

{

printf("-1\n");

return 0;

}

if (b == 0)

{

printf("0\n");

return 0;

}

printf("1\n%.3lf\n", -1.0\*c/b);

return 0;

}

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

if (d < 0)

{

printf("0\n");

return 0;

}

if (d == 0)

{

printf("1\n%.3lf\n", -1.0\*b/(2\*a));

return 0;

}

if (a > 0)

printf("2\n%.3lf\n%.3lf\n", (-b-sqrt(d\*1.0))/(2.0\*a), (-b+sqrt(d\*1.0))/(2.0\*a));

else

printf("2\n%.3lf\n%.3lf\n", (-b+sqrt(d\*1.0))/(2.0\*a), (-b-sqrt(d\*1.0))/(2.0\*a));

return 0;

}