```
EXPERIMENT NO:3
TITLE: Develop a program to compute the roots of a quadratic equation by accepting the coefficients. Print appropriate messages.
PROGRAM:
#include<stdio.h>
#include<math.h>
#include<stdlib.h>
void main()
       float a, b, c, root1, root2, real, imag, d;
       printf("Enter values for a, b and c\n");
       scanf("%f%f%f",&a,&b,&c);
       if(a*b*c==0)
             printf("Roots are not possible\n");
             exit(0);
       d=b*b-4*a*c;
       if(d==0)
            root1=root2=-b/(2*a);
            printf("The real and equal root is %f\n",root1);
        else if(d>0)
                 root1=(-b+sqrt(d))/(2*a);
                 root2=(-b-sqrt(d))/(2*a);
                 printf("The real and distinct roots are %f and %f\n",root1,root2);
            else
                 real=-b/(2*a);
                 imag=sqrt(fabs(d))/(2*a);
                 printf("The complex roots are\n");
                 printf("Root1=%f+i%f\n",real,imag);
                 printf("Root2=%f-i%f\n",real,imag);
 }
OUTPUTS:
Enter values for a, b and c
0
0
0
Roots are not possible
Enter values for a, b and c
2
6
The complex roots are
Root1=-1.500000+i1.322876
Root2=-1.500000-i1.322876
Enter values for a, b and c
1
-4
3
The real and distinct roots are 3.000000 and 1.000000
Enter values for a, b and c
6
The real and equal root is 3.000000
```

## **ALGORITHM: STEP 1:** Start **STEP 2:** Read the coefficients **a**, **b** and **c STEP 3:** check (a\*b\*c == 0) if yes display roots are not possible goto **STEP 7** STEP 4: calculate $\mathbf{d} = \mathbf{b} \cdot \mathbf{b} - 4 \cdot \mathbf{a} \cdot \mathbf{c}$ **STEP 5:** check (**d** == **0**) if yes root1 = root2 = -b / (2\*a)display roots are real and equal display root1, root2 goto **STEP 7** STEP 6: check (d > 0)if yes root1 = (-b + sqrt(d))/(2\*a)root2 = (-b - sqrt(d))/(2\*a)display roots are real and distinct display root1, root2 goto **STEP 7** if no **real = -b/(2\*a)**

imag = sqrt(fabs(d))/(2\*a)

display **root1** = **real** + **i imag** display **root2** = **real** - **i imag** 

display roots are complex and imaginary

**STEP 7:** Stop

