**DJANGO PROJECT**

1. **Polynomials:**

Test Cases that tells how a user may enter inputs:

1. ax^2 +/- bx +/- c = 0.
2. More terms…ax^3 +/- bx^2 +/- cx +/- d = 0.
3. …ax^3 +/- cx +/- d = 0.
4. …ax^2 +/- bx^3 +/- cx +/- d = 0.
5. …ax^3 +/- bx^2 +/- cx +/- d.
6. …ax^3 +/- cx +/- d = 0
7. …ax^3 +/- bx^2 +/- bx^2 +/- cx +/- d.

Important: +,- , spaces, zeros.