1. To write a program in C and Pascal to accept text and give output
   (a) C program
```
#include<stdio.h>
Int main(){
    Char[10] a, b;
    printf("Enter your name:");
    scanf("%s", &a);
    printf("\nEnter your gender:");
    scanf("%s", &b);

    printf(\n"Your name is %s", a);
    printf(\n"Your name is %s", b);

    return 0;
}
```

   (b) Pascal program
```
program Text;
uses crt;
begin
Var
Name:string;

write('Enter your name:');
wrriteln(Nice to meet you, ', name);
readkey;
end.
```

2. C and Pascal program to calculate the Quadratic equation
   (a) C program

```
#include<stdio.h>

#include<math.h>

Int main(){
double a, b, c, x1, x2;
printf("Enter a\n");
scanf("%lf", &a);
printf("Enter b\n");
scanf("%lf", &b);
printf("Enter c\n");
```

```c
scanf("%lf", &c);
x1 = (-b + sqrt(b*b-4.*a*c)) / (2.*a);
x2 = (-b - sqrt(b*b-4.*a*c)) / (2.*a);
printf("\n x1 is %lf", x1);
printf("\n x2 is %lf", x2);
return 0;
}
```

(b) Pascal program to solve Quadratic equation

```pascal
program quadratic;
var a,b,c : real;
delta, x1, x2 : real;
begin
writeln('Provide equation data: ');
write( 'A='); readln(a);
write( 'B='); readln(b);
write( 'C='); readln(c);
delta:= sqr(b)-4*a*c;
if delta<0 then
writeln( 'No real roots')
else
if delta=0 then
begin
x1:=-b/(2*a);
write( 'Equation has one root: ' ,x1);
end
else
begin
x1:=(-b-sqrt(delta))/(2*a);
x2:=(-b+sqrt(delta))/(2*a);
write('Roots: X1=' ,x1, ' X2+' ,x2);
end;
readln;
end.
```