

FEBRUARY	M	T	W	T	F	S	S
•	1	2	3	4	5	6	
7	8	9	10	11	12	13	
14	15	16	17	18	19	20	
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22-01-2011

Saturday
022-343 • Week 03

JANUARY

22

⑦ To find out the roots of a quadratic equation.

#include <stdio.h>

#include <conio.h> #include <math.h>

void main()

{

float a, b, c, dis, r1, r2, real, imag;

clrscr();

printf("Enter the value of a, b, c");

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

dis = b * b - 4 * a * c;

if (dis == 0)

{

printf("The roots are equal\n");

r1 = (-b) / (2.0 * a);

}

elseif (dis < 0)

{

printf("The Roots are imaginary\n");

real = (-b) / (2.0 * a); dis = -dis;

imag = sqrt(dis) / (2.0 * a);

else = (dis != 0);

printf("Root1 = %.5.2f + i %.5.2f", real,

imag);

$$ax^2 + bx + c = 0$$

$$\alpha, \beta = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

① D == 0

Both roots are real & equal. printf("Root1 = %.5.2f + i %.5.2f", Sunday 23

② D < 0

Roots are imaginary.

exit(0);

③ D > 0

Both roots are real & else

distinct.

{ printf("The Roots are real & unequal.");

r1 = (-b + sqrt(dis)) / (2.0 * a);

r2 = (-b - sqrt(dis)) / (2.0 * a);

} The goal of all life is death

printf("Roots are r1 and r2", r1, r2); getch(); }