Roll No.:

1. Create a folder (directory) **LAB1A** in your home directory.
2. Create a C program file **quada.c** in the folder **LAB1A**.
3. The C program **quada.c** implements the following:
   (a) It accepts **a, b** and **c** (from the keyboard) of the quadratic equation $ax^2+bx+c=0$ such that the condition $b > a + c > 0$ holds. If the condition does not hold, then the program terminates with a message "Wrong Input".
   (b) It then finds the real root(s) and prints with two decimal places.

————End of Lab————————————

Note down the output with

(i) $a = -4, b = 4, c = -3$

(ii) $a = 4, b = 4, c = -3$

(iii) $a = 0, b = 5, c = 4$

(iv) $a = 2, b = 3, c = -1$