

Roll No.:

1. Create a folder (directory) **LAB1B** in your home directory.
2. Create a C program file **quadb.c** in the folder **LAB1B**.
3. The C program **quadb.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) $a = -2, b = -3, c = 1$