

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <math.h>
4  #define epsilon 1e-12
5
6  int main()
7  {
8      double a, b, c, d, x1, x2;
9
10     a = 1.0;
11     b = 2.0;
12     c = 2.0;
13     d = b * b - 4 * a * c;
14
15     if (d > epsilon){
16         x1 = -b / 2 / a - sqrt (d) / 2 / a;
17         x2 = -b / 2 / a + sqrt (d) / 2 / a;
18         printf ("x1 = %5.2f, x2 = %5.2f\n", x1, x2);
19     }
20     else
21         if (d <= -epsilon){
22             printf ("x1 = %5.2f + i * %5.2f, x2 = %5.2f + i * %5.2f\n", -b / 2 / a, -sqrt (-d) / 2 / a, -b / 2 /
a, sqrt (-d) / 2 / a);
23         } else
24             printf ("x1 = %5.2f, x2 = %5.2f\n", -b / 2 / a, -b / 2 / a);
25
26     return 0;
27 }
28

```