**Program to find the roots of a quadratic equation**

**#include <iostream.h>  
#include <conio.h>  
#include <math.h>  
int main()  
{  
clrscr();  
float a,b,c,d,root1,root2;  
cout << "Enter the 3 coefficients a, b, c : " << endl;  
cin>>a>>b>>c;  
if(!a){  
if(!b)  
cout << "Both a and b cannot be 0 in ax^2 + bx + c = 0" << "\n";  
else  
{  
d=-c/b;  
cout << "The solution of the linear equation is : " << d << endl;  
}  
}  
else  
{  
d=b\*b-4\*a\*c;  
if(d>0)  
root1=(-b+sqrt(d))/(2\*a);  
root2=(-b-sqrt(d))/(2\*a);  
cout << "The first root = " << root1 << endl;  
cout << "The second root = " << root2 << endl;  
}  
getch();  
return 0;  
}**

This program takes in the values of the three coefficients a, b, and c as a screen input from the user.  
It then determines the roots of the quadratic equation using the formula ax^2 + bx + c = 0.  
The two roots are then outputted using the 'cout' command.

**Sample Input**

**4 4 -3**

**Sample Output**

**The first root = 0.5  
The second root = -1.5**