

16. #include <stdio.h>

#define PI 3.14159 // Define the value of pi

int main() {

float radius;

float area;

// Read the radius from the user

printf("Enter the radius of the circle: ");

scanf("%f", &radius);

// Calculate the area of the circle

area = PI * radius * radius;

// Display the calculated area

printf("Area of the circle with radius %.2f = %.2f square units\n", radius, area);

return 0;

}