#include <stdio.h>

int main() {

float length, width, area, perimeter;

printf("Enter length of rectangle: ");

scanf("%f", &length);

printf("Enter width of rectangle: ");

scanf("%f", &width);

area = length \* width;

perimeter = 2 \* (length + width);

printf("Area = %.2f\n", area);

printf("Perimeter = %.2f\n", perimeter);

return 0;

}

