

```
==> AREA AND PERIMETER CALCULATION OF RECTANGLE AND CIRCLE <==
```

```
WE WILL PERFORM FOLLOWING OPERATION
```

```
AREA OF RECTANGLE  
PERIMETER OF RECTANGLE  
AREA OF CIRCLE  
CIRCUMFERENCE OF CIRCLE
```

```
PRESS BUTTON FOR CORRESPONDING OPERATION
```

```
AREA OF RECTANGLE -----> 1  
PERIMETER OF RECTANGLE ---> 2  
AREA OF CIRCLE -----> 3  
CIRCUMFERENCE OF CIRCLE --> 4
```

```
PRESS BUTTON :  
1
```

```
RECTANGLE LENGTH(m) :  
20  
RECTANGLE BREADTH(m) :  
30
```

```
RECTANGLE AREA : 600.0 SquareMetre
```

```
DO YOU WANT TO CONTINUE THIS PROGRAM THEN PRESS 1 ELSE PRESS 0 !!  
1
```

```
WE WILL PERFORM FOLLOWING OPERATION
```

```
AREA OF RECTANGLE  
PERIMETER OF RECTANGLE
```

```
AREA OF CIRCLE  
CIRCUMFERENCE OF CIRCLE
```

```
PRESS BUTTON FOR CORRESPONDING OPERATION
```

```
AREA OF RECTANGLE -----> 1  
PERIMETER OF RECTANGLE ---> 2  
AREA OF CIRCLE -----> 3  
CIRCUMFERENCE OF CIRCLE --> 4
```

```
PRESS BUTTON :  
2
```

```
RECTANGLE LENGTH(m) :  
30  
RECTANGLE BREADTH(m) :  
20
```

```
RECTANGLE PERIMETER : 100.0 Metre
```

```
DO YOU WANT TO CONTINUE THIS PROGRAM THEN PRESS 1 ELSE PRESS 0 !!  
1
```

```
WE WILL PERFORM FOLLOWING OPERATION
```

```
AREA OF RECTANGLE  
PERIMETER OF RECTANGLE  
AREA OF CIRCLE  
CIRCUMFERENCE OF CIRCLE
```

```
PRESS BUTTON FOR CORRESPONDING OPERATION
```

```
AREA OF RECTANGLE -----> 1  
PERIMETER OF RECTANGLE ---> 2
```

```
AREA OF CIRCLE -----> 3
CIRCUMFERENCE OF CIRCLE --> 4

PRESS BUTTON :
3

CIRCLE RADIUS(m):
21

CIRCLE AREA : 1384.74 SquareMetre

DO YOU WANT TO CONTINUE THIS PROGRAM THEN PRESS 1 ELSE PRESS 0 !!
1
```

WE WILL PERFORM FOLLOWING OPERATION

```
AREA OF RECTANGLE
PERIMETER OF RECTANGLE
AREA OF CIRCLE
CIRCUMFERENCE OF CIRCLE
```

PRESS BUTTON FOR CORRESPONDING OPERATION

```
AREA OF RECTANGLE -----> 1
PERIMETER OF RECTANGLE ---> 2
AREA OF CIRCLE -----> 3
CIRCUMFERENCE OF CIRCLE --> 4
```

```
PRESS BUTTON :
4
```

```
CIRCLE RADIUS(m):
```

█

```
PRESS BUTTON :
4
```

```
CIRCLE RADIUS(m):
21
```

CIRCLE CIRCUMFERENCE : 131.88 Metre

```
DO YOU WANT TO CONTINUE THIS PROGRAM THEN PRESS 1 ELSE PRESS 0 !!
0
```

THANKS !! PROGRAM END !