

main.c



Share

Run

Output

Clear

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b,c;
5     a=7;
6     b=8;
7     c=a+b;
8     printf("%d",c);
9     return 1;
10 }
11
```

```
/tmp/7XWwVW5GM2.o
15

=== Code Exited With Errors ===
```



ENG
IN



09:22 PM
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main.c



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Run

Output

Clear

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b,c;
5     printf("Enter two integers ");
6     scanf("%d%d",&a,&b);
7     c=a+b;
8     printf("sum of two integers = %d",c);
9     return 1;
10 }
11
```

```
/tmp/AQ4N1wUSWq.o
Enter two integers 2 4
sum of two integers = 6

=== Code Exited With Errors ===
```

main.c



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Output

Clear

```
1  
2 #include<stdio.h>  
3 int main()  
4 {  
5     int a,b,c;  
6     printf("Input two numbers");  
7     scanf("%d%d",&a,&b);  
8     c=a+b;  
9     printf("a=%d,b=%d sum=%d",a,b,c);  
10 }
```

```
/tmp/ymQSBLEA7C.o  
Input two numbers8 7  
a=8,b=7 sum=15  
  
=== Code Execution Successful ===
```



ENG
IN



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main.c

```
1 //Write an interactive program to find perimeter and area of rectangle
2 #include<stdio.h>
3 int main()
4 {
5     float a,b,area,perimeter;
6     printf("Input two sides of a rectangle\n");
7     scanf("%f%f",&a,&b);
8     area=a*b;
9     perimeter=2*(a+b);
10    printf("Two sides of rectangle= %f %f\n",a,b);
11    printf("Area = %f\tPerimeter = %f",area,perimeter);
12 }
```

Output

Clear

```
/tmp/5A1oJF9mcn.o
Input two sides of a rectangle
5 6
Two sides of rectangle= 5.000000 6.000000
Area = 30.000000    Perimeter = 22.000000

=== Code Execution Successful ===
```