Sqauring a number

#include<stdio.h>

float square(float x)

{

return x\*x;

}

int main()

{

float x,x2;

printf("Enter the number to be squared : \n");

scanf("%f",&x);

x2 = square(x);

printf("Square of the given number %0.2f is %0.2f \t",x,x2);

}

