```
7   ***************************************************************
8
9   #include <stdio.h>
10
11  int main()
12  {
13      float A;
14      float w;
15      float l;
16      printf("enter width value\n");
17      scanf("%f",&w);
18
19      printf("enter width value\n");
20      scanf("%f",&l);
21
22      A=w*l;
23      printf("rectangle area is %f : ",A);
24  }
25
```

```
enter width value
5.4
enter width value
10.0
rectangle area is 54.000000 :

...Program finished with exit code 0
Press ENTER to exit console.
```

Algorithm

1. start
2. take two inputs width & length values
3. write logic (Mathematics form for rectangle area)
4. Print output result area
5. stop

⑤ stop

Flowchart

```
            ┌─────────────┐
            │   start     │
            └──────┬──────┘
                   │
                   ▼
    ┌────────────────────────────────┐
    │  take values input             │
    │  w and d                       │
    └──────────────┬─────────────────┘
                   │
                   ▼
    ┌────────────────────────────────┐
    │  show A = w * d                │
    └──────────────┬─────────────────┘
                   │
                   ▼
            ┌─────────────┐
            │   stop      │
            └─────────────┘
```