Compilation commands

      1. gcc Q1.c

      2. ./a.out

Question:

Write a C program that defines a struct Shape representing different geometric shapes. The Shape structure should have fields to store the shape type (shapeType), two edge lengths (edge1 and edge2), and the area (area) of the shape.

struct Shape{

      // Fill in according to the required data types

}

The program should prompt the user to enter the type of shape (triangle or rectangle), and then based on the input shape type, ask for the appropriate edge lengths. After reading the input, the program should compute and display the area of the specified shape.

NOTE: You can call the triangle shape t and the rectangular shape r for short.

(triangle = t   ,   rectangle = r)

Example 1

input1: Enter shape typen: t

      Enter first edge: 13   //base length

      Enter second edge: 5   // height

output1: Area of triangle: 32.50

Example 2

input2: Enter shape typen: r

      Enter first edge: 23   // long edge

      Enter second edge: 8 // short edge

output2: Area of rectangle: 184.00

NOTE: No code that does not contain the struct structure will be accepted.