C exp3perimeter.c > main()

```c

#include <stdio.h>

int main() {
    float length1, breadth1, perimeter1;
    float length2, breadth2, perimeter2;
    float length3, breadth3, perimeter3;
    float highest_perimeter;

    // Input for Rectangle 1
    printf("Enter length of Rectangle 1: ");
    scanf("%f", &length1);
    printf("Enter breadth of Rectangle 1: ");
    scanf("%f", &breadth1);
    perimeter1 = 2 * (length1 + breadth1);

    // Input for Rectangle 2
    printf("Enter length of Rectangle 2: ");
    scanf("%f", &length2);
    printf("Enter breadth of Rectangle 2: ");
    scanf("%f", &breadth2);
    perimeter2 = 2 * (length2 + breadth2);

```

C exp3perimeter.c > main()

```c
int main() {
    perimeter2 = 2 * (length2 + breadth2);

    // Input for Rectangle 3
    printf("Enter length of Rectangle 3: ");
    scanf("%f", &length3);
    printf("Enter breadth of Rectangle 3: ");
    scanf("%f", &breadth3);
    perimeter3 = 2 * (length3 + breadth3);

    // Find the highest perimeter using nested ternary operators
    highest_perimeter = (perimeter1 > perimeter2) ?
                        ((perimeter1 > perimeter3) ? perimeter1 : perimeter3) :
                        ((perimeter2 > perimeter3) ? perimeter2 : perimeter3);

    printf("\nPerimeter of Rectangle 1: %.2f\n", perimeter1);
    printf("Perimeter of Rectangle 2: %.2f\n", perimeter2);
    printf("Perimeter of Rectangle 3: %.2f\n", perimeter3);
    printf("The highest perimeter among the rectangles is: %.2f\n", highest_perimeter);

    return 0;
}
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE PORTS

```
Enter breadth of Rectangle 2: 3
Enter length of Rectangle 3: 8
Enter breadth of Rectangle 3: 4

Perimeter of Rectangle 1: 18.00
Perimeter of Rectangle 2: 16.00
Perimeter of Rectangle 3: 24.00
The highest perimeter among the rectangles is: 24.00
PS C:\Users\abiga\OneDrive\Desktop\Absproj>
```

Ln 4, Col 1 Spaces: 4 UTF-8 CRLF {} C

5. Wap using ternary operator, the user should input the length & breadth of a rectangle, one has to find out which rectangle has the highest perimeter. The minimum no. of rectangles should be three.

```
#include <stdio.h>
int main () {
float length1, breadth1, perimeter1;
float length2, breadth2, perimeter2;
float length3, breadth3, perimeter3;
float highest_perimeter;
printf ("Enter length of rectangle 1: ");
scanf ("%f", &length1);
printf ("Enter breadth of rectangle 1: ");
scanf ("%f", &breadth1);
perimeter1 = 2 * (length1 + breadth1);
printf ("Enter length of rectangle 2: ");
scanf ("%f", &length2);
printf ("Enter breadth of rectangle 2: ");
scanf ("%f", &breadth2);
perimeter2 = 2 * (length2 + breadth2);
printf ("Enter length of rectangle 3: ");
scanf ("%f", &length3);
printf ("Enter breadth of rectangle 3: ");
scanf ("%f", &breadth3);
perimeter3 = 2 * (length3 + breadth3: ");
highest_perimeter = (perimeter1 > perimeter2) ? ((perimeter1 > perimeter3) ?
                    perimeter1 : perimeter3) : ((perimeter2 > perimeter3) ?
                    perimeter2 : perimeter3);
```

```
printf ("\n Perimeter of Rectangle 1 : %.2f\n", perimeter1);
printf ("\n Perimeter of Rectangle 2 : %.2f\n", perimeter2);
printf ("\n Perimeter of Rectangle 3 : %.2f\n", perimeter3);
printf ("The highest perimeter among the rectangles is : %.2f\n", highest_perimeter);
return 0;
}
```