Experiment 2 : Operators.

1. Write a program to calculate the area and perimeter of a rectangle based on its length and width.

```
#include <stdio.h>
int main() {
int l,b, area, perimeter ;
printf ("Enter the length ");
scanf ("%d", &l);
printf ("Enter the breadth ");
scanf ("%d", &b);
area = l*b;
perimeter = (2*(l+b));
printf ("\n The area of the rectangle is %d", area);
printf ("\n The perimeter of the rectangle is %d", perimeter);
return 0;
}
```

C exp2area.c > main()

```c

#include <stdio.h>

int main() {
    int l,b,area,perimeter;
    printf("Enter the length ");
    scanf("%d",&l);
    printf("Enter the breadth ");
    scanf("%d",&b);
    area=l*b;
    perimeter=(2*(l+b));
    printf("\nThe area of the rectangle is %d",area);
    printf("\nThe perimeter of the rectangle is %d",perimeter);


    return 0;
}
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE PORTS

```
> cd "c:\Users\abiga\OneDrive\Desktop\Absproj\" ; if ($?) { gcc exp2area.c -o exp2ar
ea } ; if ($?) { .\exp2area }
Enter the length 20
Enter the breadth 15

The area of the rectangle is 300
The perimeter of the rectangle is 70
PS C:\Users\abiga\OneDrive\Desktop\Absproj>
```

Ln 13, Col 4 Spaces: 4 UTF-8 CRLF {} C Finish Setup