

C exp3parameter.c > ⌂ main()

```
1
2 #include <stdio.h>
3
4 int main() {
5     float length1, breadth1, perimeter1;
6     float length2, breadth2, perimeter2;
7     float length3, breadth3, perimeter3;
8     float highest_perimeter;
9
10    // Input for Rectangle 1
11    printf("Enter length of Rectangle 1: ");
12    scanf("%f", &length1);
13    printf("Enter breadth of Rectangle 1: ");
14    scanf("%f", &breadth1);
15    perimeter1 = 2 * (length1 + breadth1);
16
17    // Input for Rectangle 2
18    printf("Enter length of Rectangle 2: ");
19    scanf("%f", &length2);
20    printf("Enter breadth of Rectangle 2: ");
21    scanf("%f", &breadth2);
22    perimeter2 = 2 * (length2 + breadth2);
23
```

```
C exp3perimeter.c > main()
4  int main() {
22      perimeter2 = 2 * (length2 + breadth2);
23
24      // Input for Rectangle 3
25      printf("Enter length of Rectangle 3: ");
26      scanf("%f", &length3);
27      printf("Enter breadth of Rectangle 3: ");
28      scanf("%f", &breadth3);
29      perimeter3 = 2 * (length3 + breadth3);
30
31      // Find the highest perimeter using nested ternary operators
32      highest_perimeter = (perimeter1 > perimeter2) ?
33          ((perimeter1 > perimeter3) ? perimeter1 : perimeter3) :
34          ((perimeter2 > perimeter3) ? perimeter2 : perimeter3);
35
36      printf("\nPerimeter of Rectangle 1: %.2f\n", perimeter1);
37      printf("Perimeter of Rectangle 2: %.2f\n", perimeter2);
38      printf("Perimeter of Rectangle 3: %.2f\n", perimeter3);
39      printf("The highest perimeter among the rectangles is: %.2f\n", highest_perimeter);
40
41      return 0;
42 }
```

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>

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 Rectangle1 : %.2f\n", perimeter1);  
printf ("\n Perimeter of Rectangle2 : %.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;
```

```
}
```