

C exp3perimeter.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", &bread 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;  
}
```