

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
float r;
```

```
printf("enter the radius");
```

```
scanf("%f",&r);
```

```
float area, perimeter;
```

```
area=3.14*r*r;
```

```
Perimeter=2*3.14*r;
```

```
printf("area of circle=%.2f\n",area);
```

```
printf("perimeter=%.2f\n",perimeter);
```

```
float s;
```

```
printf("enter the side");
```

```
scanf("%f",&s);
```

```
float a, p;
```

```
a=s*s;
```

```
p=4*s;
```

```
printf("area of square=%f\n" , a);
```

```
printf("perimeter of square=%f\n",p);
```

```
float l,b;
```

```
printf("enter the length and breadth");
```

```
scanf("%f%f",&l,&b);
```

```
float A,P;
```

```
A=l*b;
```

```
P=2*(l+b)
```

```
printf("area of rectangle=%.2f\n",A);
```

```
printf("perimeter of rectangle=%.2f\n",P);
```

```
}
```