

```
Circle.c > main()
1  #include<stdio.h>
2  void main()
3  {
4      float radius,D,C,A;
5      printf("enter radius");
6      scanf("%f", &radius);
7      D=2*radius ;
8      C=2*3.14*radius ;
9      A=3.14*radius*radius ;
10     printf("D=%f \n" ,D );
11     printf("C=%f \n" ,C );
12     printf("A=%f \n" ,A );
13 }
```