

1. **Body Mass Index (BMI) Calculator and Category:** Write a program that takes two float inputs, weight (in kilograms) and height (in feet and inches), and calculates the BMI (Body Mass Index) of a person. The program should then output the BMI value and the BMI category according to the following classifications:

- Underweight: $\text{BMI} < 18.5$
- Normal weight: $18.5 \leq \text{BMI} < 24.9$
- Overweight: $24.9 \leq \text{BMI} < 29.9$
- Obesity (Class 1): $29.9 \leq \text{BMI} < 34.9$
- Obesity (Class 2): $34.9 \leq \text{BMI} < 39.9$
- Extreme obesity (Class 3): $\text{BMI} \geq 39.9$

BMI Formula: $\text{weight (kg)} / [\text{height (m)}]^2$

1 meter = 39.37 inches.

2. **Calculate the distance between two points in a 2D plane:** Write a program that takes four float inputs (x_1 , y_1 , x_2 , y_2) representing the coordinates of two points (P1 and P2) in a 2D plane. The program should calculate and output the Euclidean distance between these two points.

Formula: $\text{distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$

Note: You will need to use the `sqrt()` function from the `math.h` library.

3. **Roman Numeral Converter:** Write a program that takes an integer input (between 1 and 3999) and converts it to its Roman numeral representation. The program should output the Roman numeral as a string.

Note: You will need to use a series of conditional statements to break down the input number into components that correspond to Roman numeral symbols

I = 1 , V = 5, X = 10 L = 50 , C = 100, D = 500, M = 1000

4. **Coordinate System Conversion - Cartesian to Polar:**

Write a program that takes two float inputs (x , y) representing the Cartesian coordinates of a point in a 2D plane. The program should convert these coordinates to polar coordinates (r , θ) and output the radius (r) and angle (θ) in degrees.

Formulas:

- a. Radius: $r = \sqrt{x^2 + y^2}$
- b. Angle: $\theta = \text{atan2}(y, x) * (180 / \text{PI})$

Note: You will need to use the `sqrt()`, `atan2()`, and other functions from the `math.h` library. Also, be sure to handle different quadrants and edge cases properly.