

experiment2 > C rectangle.c > main()

```
1  #include <stdio.h>
2
3  void main() {
4      int a, b, add, mult;
5      printf("Rectangle Calculator \nEnter length: ");
6      scanf("%d", &a);
7      printf("Enter width: ");
8      scanf("%d", &b);
9      add = a + b;
10     mult = a * b;
11     printf("Perimeter of rectangle : %d", add*2);
12     printf("\nArea of rectangle is : %d\n", mult);
13
14 }
15
16
```

```
Rectangle Calculator  
Enter length: 63  
Enter width: 15  
Perimeter of rectangle : 156  
Area of rectangle is : 945
```

```
Enter side a: 43  
Enter side b: 23  
Enter side c: 13  
Invalid triangle
```

```
#include <stdio.h>

void main() {
    float a, b, c;

    printf("Enter side a: ");
    scanf("%f", &a);
    printf("Enter side b: ");
    scanf("%f", &b);
    printf("Enter side c: ");
    scanf("%f", &c);

    if ((a + b > c) && (a + c > b) && (b + c > a)) {
        if (a == b && b == c) {
            printf("Equilateral Triangle\n");
        }
        else if (a == b || b == c || a == c) {
            printf("Isosceles Triangle\n");
        }
        else if ((a*a + b*b == c*c) || (b*b + c*c == a*a) || (a*a + c*c == b*b)) {
            printf("Right-Angled Triangle\n");
        }
        else {
            printf("Scalene Triangle\n");
        }
    }
    else {
        printf("Invalid triangle\n");
    }
}
```