

# C programming-18

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## 1 Area and perimeter of rectangle

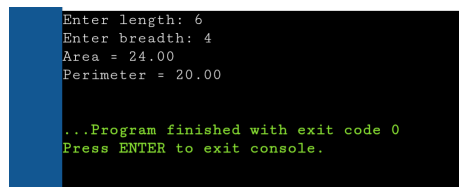
```
#include <stdio.h>

int main() {
    float l, b, a, p;
    printf("Enter length: ");
    scanf("%f", &l);
    printf("Enter breadth: ");
    scanf("%f", &b);

    a = l * b;
    p = 2 * (l + b);

    printf("Area = %.2f\n", a);
    printf("Perimeter = %.2f\n", p);

    return 0;
}
```



```
Enter length: 6
Enter breadth: 4
Area = 24.00
Perimeter = 20.00

...Program finished with exit code 0
Press ENTER to exit console.
```

Figure 1: Enter Caption