main.c

```c
1  //DAY 2
2  //Q3
3  #include <stdio.h>
4
5  int main() {
6      float length, breadth, area, perimeter;
7
8      printf("Enter the length of the rectangle: ");
9      scanf("%f", &length);
10
11      printf("Enter the breadth of the rectangle: ");
12      scanf("%f", &breadth);
13
14      area = length * breadth;
15      perimeter = 2 * (length + breadth);
16
17      printf("Area of the rectangle = %.2f\n", area);
18      printf("Perimeter of the rectangle = %.2f\n", perimeter);
19
20      return 0;
21  }
```

Output

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


=== Code Execution Successful ===
```

```c
//DAY 2
//Q4
#include <stdio.h>

int main() {
    float radius, area, circumference;

    printf("Enter the radius of the circle: ");
    scanf("%f", &radius);

    area = 3.14 * radius * radius;
    circumference = 2 * 3.14 * radius;

    printf("Area of the circle = %.2f\n", area);
    printf("Circumference of the circle = %.2f\n", circumference);

    return 0;
}
```

Output:

```
Enter the radius of the circle: 4
Area of the circle = 50.24
Circumference of the circle = 25.12


=== Code Execution Successful ===
```