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**B.Sc (Hons) Physics**

**Section-B**

**SOURCE CODE**

#include<iostream.h>

#include<conio.h>

#include<stdlib.h>

void main()

{clrscr();

float x,y,pi,q=0,n=0;

for(int i=0;i<10000;i++)

{ x= rand()%1001;

y= rand()%1001;

x= x/1000; y= y/1000;

q=q+1;

if((x-0.5)\*(x-0.5) + (y-0.5)\*(y-0.5) < 0.5\*0.5)

n = n+1;

}

pi= 4.0\*(n/q);

cout<<"value of pi is:"<<pi;

getch();

}

**OUTPUT**

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