2.2 Program to calculate area and perimeter of circle ,square and rectangle

#include <stdio.h>

int main()

{

float c;//c=radius of a circle

//circle

printf("enter the radius of a circle:");

scanf("%f",&c);

printf("area of circle is: %.2f\n",3.14\*c\*c);

printf("perimeter of a circle: %.2f\n",2\*3.14\*c);

//square

float s;//s=side of a square

printf("enter sides of square");

scanf("%f",&s);

printf("area of square is: %.2f\n",4\*s);

printf("perimeter of a square: %.2f\n",4\*s);

//rectangle

float l,w;// length and width of rectangle

printf("enter length and width of rectangle");

scanf("%f %f",&l,&w);

printf("area of rectangle is: %.2f\n",l\*w);

printf("perimeter of a rectangle: %.2f\n",2\*(l+w));

return 0;

}