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rectangle and calculating its area.
.h>

"C:\Users\Maisha\Desktop\Example 3.exe"
Enter the value of A,W,L:5

area of the rectangle is:150
Process returned 0 (0x0)   execution time : 12.295 s
Press any key to continue.
```

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of average of three numbers entered by the users.
:stdio.h>

"C:\Users\Maisha\Desktop\Example 6.exe"
Enter integer value:5

of the three number are=30
three number are=10.000000
d 43 (0x2B)   execution time : 6.863 s
Press any key to continue.
```

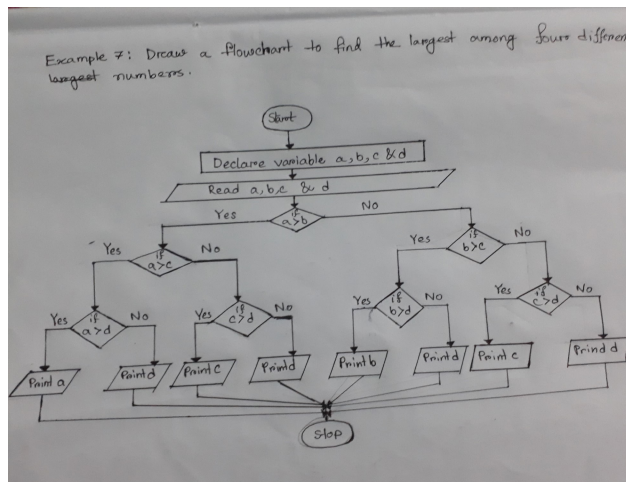
```
> covert the length in feet to centimeter.
:stdio.h>

"C:\Users\Maisha\Desktop\Example 2.exe"
Enter length in cm by multiplying length in ft with 30.48
d 49 (0x49)   execution time : 2.893 s
Press any key to continue.
```

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Example 4.c X Example 5.c X
//Program of addition of two numbers entered by user.
#include<stdio.h>
int main()
{
    int a,b;
    printf("Enter any number of a,b,c:");
    scanf("%d",&a);
    scanf("%d",&b);
    printf("Sum of a and b is=%d",a+b);
    return 0;
}

"C:\Users\Maisha\Desktop\Example 5.exe"
Enter integer value:5

Enter another number is=15
d 15 (0x0)   execution time : 6.621 s
Press any key to continue.
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Example 8:
//Program of finding the value of d,x1,x2 from the quadratic equation ax^2+bx+c=0
#include<stdio.h>
#include<stdlib.h>
#include<math.h>
int main()
{
    int a,b,c;
    printf("Enter any number of a,b,c:");
    scanf("%d",&a);
    scanf("%d",&b);
    scanf("%d",&c);
    float d,x1,x2;
    d=b*b-4*a*c;
    x1=(-b+sqrt(d))/(2*a);
    x2=(-b-sqrt(d))/(2*a);
    printf("Calculation of d is=%f",d);
    printf("Calculation of x1 is=%f",x1);
    printf("Calculation of x2 is=%f",x2);
    return 0;
}

"C:\Users\Maisha\Desktop\Example 4.exe"
Enter any number of a,b,c:5
3
9
5

Calculation of d is=14.142136
Calculation of x1 is=0.414214
Calculation of x2 is=-2.414214
Process returned 0 (0x0)   execution time : 8.279 s
Press any key to continue.
```