#include<stdio.h>

int main()

{

int l,b,area,peri;

printf("Enter length first and then breadth of the rectangle:\n");

scanf("%d %d",&l,&b);

area = 1 \* b;

peri = 2\*( l+b);

if (area < peri)

{

printf("Area of the rectangle is bigger than perimeter");

}

else

{

printf("Perimeter of the rectangle is bigger than area");

}

return 0;

}

