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RECTANGL.CPP

CIRCLE.CPP

d=[t]

#include(stdio.h)
#include(conio.h)
#define pi=3.14

int main()

{

float radius, area, circum;
clrscr();
printf("snEnter the radius of the circle:");
scanf("zt", &radius);
circum=2*e/pi*radius);
printf("snthe circumference of the circle:zf", circum);
area-pi*(radius*radius);
printf("snthe area of the circle:zf", area);
getch();
return 0;

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