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DISTANCE.CPP
#include<stdio.h>
#include<conio.h>
#include<math.h>
int main()
{
float x1,y1,x2,y2,gdistance;
clrscr();
printf("Input x1:");
scanf("%f",&x1);
printf("Input y1:");
scanf("%f",&y1);
printf("Input x2:");
scanf("%f",&x2);
printf("Input y2:");
scanf("%f",&y2);
gdistance=((x2-x1)*(x2-x1)) + ((y2-y1)*(y2-y1));
printf("distance between the said points: %.4f", sqrt(gdistance));
printf("\n");
getch();
return 0;
}
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```