Experiment -2-1

Q) WAP a C program to calculate the area & perimeter of a rectangle based on its length & width.

Sol

```c
# include <stdio.h>

int main ( ) {
        float length, width, area, Perimeter;
        Printf ("enter length: ");
        scanf (" %f", & length);
        Printf ("enter width: ");
        scanf (" %f", & width);
        area = length * width;
        Perimeter = 2* (length + width);
        Printf (" Area of rectangle: %.2f \n", area);
        Printf (" Perimeter of rectangle: %.2f \n", Perimeter);

        return 0;
}
```

Programiz
C Online Compiler

main.c

Share   **Run**

```c
1   // Online C compiler to run C program online
2   #include <stdio.h>
3
4 - int main() {
5       float length, width, area, perimeter;
6       printf("enter length:");
7       scanf("%f". &length);
8       printf("enter width:");
9       scanf("%f", &width);
10      area = length*width;
11      perimeter = 2*(length + width);
12      printf ("Area of rectangle:%2f\n", area);
13      printf("Perimeter of rectangle:%2f\n", perimeter);
14
15      return 0;
16  }
```

Output   Clea

```
enter length:2
enter width:3
Area of rectangle:6.000000
Perimeter of rectangle:10.000000


=== Code Execution Successful ===
```