

-Experiment -2-1

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

Sol # include <stdio.h>

int main () {

float length , width , area , Perimeter ;

Print f ("enter length : ");

scanf ("%f" , & length);

Print f ("enter width : ");

scanf ("%f" , & width);

area = length * width ;

Perimeter = 2 * (length + width);

Print f ("Area of rectangle : %.2f\n" , area);

Print f ("Perimeter of rectangle : %.2f\n" , Perimeter);

return 0 ;

}

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Programiz C Online Compiler

main.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 }
```

Run

Output

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

== Code Execution Successful ==
```

The screenshot shows a Mac desktop with a Safari browser window open to the Programiz C Online Compiler. The code in the editor is for calculating the area and perimeter of a rectangle. When run, it prompts for length and width, then displays the calculated area (6.000000) and perimeter (10.000000). A message at the bottom indicates successful execution. The browser's address bar shows 'programiz.com'.