```
step -1

r = 7
a = 3.14*r*r
c = 2*3.14*r
```

```
step -2

int r = 7;
float a = 3.14*r*r;
float c = 2*3.14*r;
```

```c
//step 3
#include <stdio.h>

int main()
{
    int r = 7;

    float a = 3.14 * r * r;
    printf("Area of circle is %.2f\n", a);

    float c = 2 * 3.14 * r;
    printf("Circumference of circle is %.2f\n", c);

    return 0;
}
```

```c
//step 4
#include <stdio.h>

int main()
{
    int radius_of_circle = 7;

    float area_of_circle = 3.14 * radius_of_circle * radius_of_circle;
    printf("Area of circle is %.2f\n", area_of_circle);

    float circumference_of_circle = 2 * 3.14 * radius_of_circle;
    printf("Circumference of circle is %.2f\n", circumference_of_circle);

    return 0;
}
```

```c
//step 5
#include <stdio.h>

int main()
{
    int radius_of_circle;
    printf("Enter radius of circle: ");
    scanf("%d", &radius_of_circle);

    float area_of_circle = 3.14 * radius_of_circle * radius_of_circle;
    printf("Area of circle is %.2f\n", area_of_circle);

    float circumference_of_circle = 2 * 3.14 * radius_of_circle;
    printf("Circumference of circle is %.2f\n", circumference_of_circle);

    return 0;
}
```

```c
//step 6
#include <stdio.h>

int main()
{
    int radius_of_circle;
    float area_of_circle, circumference_of_circle;

    printf("Enter radius of circle: ");
    scanf("%d", &radius_of_circle);

    area_of_circle = 3.14 * radius_of_circle * radius_of_circle;

    circumference_of_circle = 2 * 3.14 * radius_of_circle;

    printf("Area of circle is %.2f\n", area_of_circle);
    printf("Circumference of circle is %.2f\n", circumference_of_circle);

    return 0;
}
```