

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;
```

```
1 //step 3
2 #include <stdio.h>
3
4 int main()
5 {
6     int r = 7;
7
8     float a = 3.14 * r * r;
9     printf("Area of circle is %.2f\n", a);
10
11     float c = 2 * 3.14 * r;
12     printf("Circumference of circle is %.2f\n", c);
13
14     return 0;
15 }
16
```

```
1 //step 4
2 #include <stdio.h>
3
4 int main()
5 {
6     int radius_of_circle = 7;
7
8     float area_of_circle = 3.14 * radius_of_circle * radius_of_circle;
9     printf("Area of circle is %.2f\n", area_of_circle);
10
11     float circumference_of_circle = 2 * 3.14 * radius_of_circle;
12     printf("Circumference of circle is %.2f\n", circumference_of_circle);
13
14     return 0;
15 }
16
```

```
1 //step 5
2 #include <stdio.h>
3
4 int main()
5 {
6     int radius_of_circle;
7     printf("Enter radius of circle: ");
8     scanf("%d", &radius_of_circle);
9
10    float area_of_circle = 3.14 * radius_of_circle * radius_of_circle;
11    printf("Area of circle is %.2f\n", area_of_circle);
12
13    float circumference_of_circle = 2 * 3.14 * radius_of_circle;
14    printf("Circumference of circle is %.2f\n", circumference_of_circle);
15
16    return 0;
17 }
18
```

```
1 //step 6
2 #include <stdio.h>
3
4 int main()
5 {
6     int radius_of_circle;
7     float area_of_circle, circumference_of_circle;
8
9     printf("Enter radius of circle: ");
10    scanf("%d", &radius_of_circle);
11
12    area_of_circle = 3.14 * radius_of_circle * radius_of_circle;
13
14    circumference_of_circle = 2 * 3.14 * radius_of_circle;
15
16    printf("Area of circle is %.2f\n", area_of_circle);
17    printf("Circumference of circle is %.2f\n", circumference_of_circle);
18
19    return 0;
20 }
21
```