2.(i)Addition

#include<stdio.h>

int main()

{

printf(“Enter the value of a : “);

scanf(“ %d”, &a);

printf(“enter the value of b : “);

scanf(“%d”, &b);

printf(“enter the value of c : “);

scanf(“%d”, &c);

printf(“enter the value of d : “);

scanf(“%d”, &d);

int sum = a + b + c + d;

printf(“addition of four numbers are : %d”, sum);

return 0;

}

(ii)Subraction

#include<stdio.h>

int main()

{

printf(“Enter the value of a : “);

scanf(“ %d”, &a);

printf(“enter the value of b : “);

scanf(“%d”, &b);

printf(“enter the value of c : “);

scanf(“%d”, &c);

printf(“enter the value of d : “);

scanf(“%d”, &d);

int sub = a - b - c - d;

printf(“subraction of four numbers are : %d”, sub);

return 0;

}

(iii)Multiplication

#include<stdio.h>

int main()

{

printf(“Enter the value of a : “);

scanf(“ %d”, &a);

printf(“enter the value of b : “);

scanf(“%d”, &b);

printf(“enter the value of c : “);

scanf(“%d”, &c);

printf(“enter the value of d : “);

scanf(“%d”, &d);

int sum = a \* b \* c \* d;

printf(“mutliplication of four numbers are : %d”, sum);

return 0;

}

(iv)Division

#include<stdio.h>

int main()

{

printf(“Enter the value of a : “);

scanf(“ %d”, &a);

printf(“enter the value of b : “);

scanf(“%d”, &b);

printf(“enter the value of c : “);

scanf(“%d”, &c);

printf(“enter the value of d : “);

scanf(“%d”, &d);

int sum = a / b / c / d;

printf(“division of four numbers are : %d”, sum);

return 0;

}

3. Finding a area:-

(i) Radius of circle

#include<stdio.h>

Int main()

{

Float radius , area;

printf(“Enter the radius of circle\n “);

scanf(“%f”, &radius);

area = 3.14159\*radius\*radius;

printf(“area of circle = %.2f\n, area);

return 0 ;

}

(ii)radius of rectangle

#include<stdio.h>

int main()

{

Float length, width, area;

printf(“enter the radius of rectangle\n);

scanf(“%f”, &length);

printf(“enter the radius of rectangle\n);

scanf(“%f”, &width);

area = length \* width;

printf(“area of rectangle = %f\n, area);

return 0;

}

(iii) radius of triangle

#include<stdio.h>

int main()

{