Computer programing

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1 area and perimeter of rectangle

```
#include <stdio.h>
```

int main()
float length, breadth, area, perimeter;

```
printf("Enter the length of the rectangle: ");
```

```
scanf("%f", &length);
```

```
printf("Enter the breadth of the rectangle: ");
```

```
scanf("%f", &breadth);
```

area = length * breadth; perimeter = 2 * (length + breadth);

```
printf("Area of  rectangle  is %.2f\n", area);
```

```
printf("Perimeter of  rectangle is %.2f\n", perimeter);
```

return 0;

2 output

Figure 1: