

Computer programing

anish patel

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1 area and perimeter of square

```
#include <stdio.h>

int main() float length, area, perimeter;

printf("Enter the length of the square's side: ");

scanf("%f", &length);

area = length * length; perimeter = 4 * length;

printf("Area of the square is %f\n", area);

printf("Perimeter of the square is %f\n", perimeter);

return 0;
```

2 output

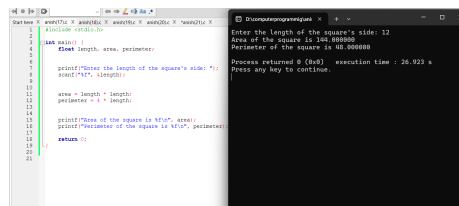
The image shows a screenshot of a C program being executed. On the left, a code editor displays the source code for calculating the area and perimeter of a square. The code includes the standard input/output header, declares variables for length, area, and perimeter, prompts the user for the side length, reads the input, calculates the area and perimeter, and prints the results. On the right, a terminal window shows the program's execution. It displays the prompt 'Enter the length of the square's side: 12', followed by the calculated area 'Area of the square is 144.000000' and perimeter 'Perimeter of the square is 48.000000'. The terminal also shows the process returning 0 and the execution time.

Figure 1: