

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

```
1 #include <stdio.h>
2
3 int main(void) {
4     float length, breadth, area, perimeter;
5
6     printf("Enter the length of the rectangle: ");
7     scanf("%f", &length);
8
9     printf("Enter the breadth of the rectangle: ");
10    scanf("%f", &breadth);
11
12    area = length * breadth;
13    perimeter = 2 * (length + breadth);
14
15    printf("Area of rectangle is %.2f\n", area);
16    printf("Perimeter of rectangle is %.2f\n", perimeter);
17
18    return 0;
19 }
```

```
Enter the length of the rectangle: 12
Enter the breadth of the rectangle: 10
Area of rectangle is 120.00
Perimeter of rectangle is 52.00

Process returned 0 (0x0)   execution time : 24.077 s
Press any key to continue.
```

Figure 1: