

// Experiment 2: Operators

// 1. WAP a C program to calculate the area and perimeter of a rectangle based on
// its length and width.

```
#include <stdio.h>
int main(){
    printf("Name - Aryan kamboj\nSAP ID - 590025526\ncourse - BCA\nBatch - 6");
    printf("\n-----\n");

    float L, B, A, P;

    printf("enter the length of the rectangle");
    scanf("%f",&L);

    printf("enter the breathe of the rectangle");
    scanf("%f",&B);

    //calculation
    A = L*B;
    P = 2*(L+B);

    //Result
    printf("area of rectangle = %.2f\n",A);
    printf("perimeter of rectangle = %.2f\n",P);

    return 0;
}
```

Output :

```
aryankamboj@users-MacBook-Air lab_submission_2 % cd "/Users/aryankamboj/Desktop/c_programming_theory/untitled
folder/lab_submission_2/" && gcc POR.c -o POR && "/Users/aryankamboj/Desktop/c_programming_theory/untitled fol
der/lab_submission_2/"POR
Name - Aryan kamboj
SAP ID - 590025526
course - BCA
Batch - 6
-----
enter the length of the rectangle2
enter the breathe of the rectangle4
area of rectangle = 8.00
perimeter of rectangle = 12.00
```