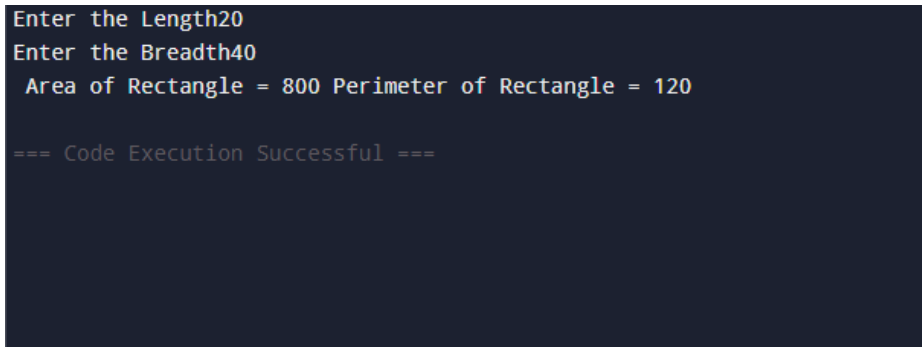


## 1 calculate area and perimeter of rectangle

```
#include <stdio.h>
int main() {
    int Area, Perimeter, Length, Breadth;
    printf("Enter the Length");
    scanf("%d", &Length);
    printf("Enter the Breadth");
    scanf("%d", &Breadth);
    Area = Length * Breadth;
    printf(" Area of Rectangle = %d, Area);
    Perimeter = 2*(Length + Breadth);
    printf(" Perimeter of Rectangle = %d, perimeter);
    return 0;
}
```



```
Enter the Length20
Enter the Breadth40
Area of Rectangle = 800 Perimeter of Rectangle = 120

=== Code Execution Successful ===
```

Figure 1: Program 4