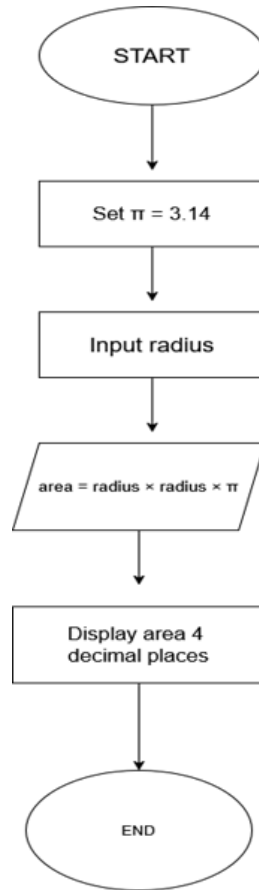


Step 1: START
Step 2: Define constant $\pi = 3.14$
Step 3: INPUT radius (as floating-point number)
Step 4: CALCULATE area = radius \times radius \times π
Step 5: OUTPUT area formatted to 4 decimal places
Step 6: STOP



The screenshot shows the CODETANTRA programming environment. The left sidebar displays a course structure for 'Programming and Problem Solving Lab - TE7287 - II Sem - 2026', with '1.1.1. Area of Circle' selected. The main editor area shows the problem description and requirements for calculating the area of a circle. The Python code in the editor is as follows:

```
1 radius = float(input())
2 area = 3.14 * radius * radius
3 print(f"area:.4f")
```

The test results panel on the right shows that 2 out of 2 shown test cases and 2 out of 2 hidden test cases passed. The performance metrics are:

Metric	Value
Average time	0.006 s
Maximum time	0.007 s

The test cases table shows the following results:

Test Case	Expected output	Actual output
Test case 1	3.36	3.36
Test case 2	35.4493	35.4493