

My Maya

Owl Code



Apt Logic

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J-Path

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Points: 20

Submissions: 6991



Light



Description

Area and Perimeter of Circle

Program Description

Given an integer **radius** of the circle. Find the area and perimeter of circle.

Note: 1. Adjust the output to 2 decimal places after point.

2. Take the value of '**pi**' as **3.14**

Input Format

A single line contains an integer Radius

Output Format

Print the Area and Perimeter of circle with 2 decimal places after the point

Constraints

$1 \leq \text{Radius} \leq 1000$

Input-1

5

Output-1

78.50

31.40

Input-2

9

Output-2

254.34

56.52

C - GCC 11.1.0 ▾



Timer

0:17 sec



Light



```
1  #include<stdio.h>
2  int main()
3  {
4      int r;
5      scanf("%d",&r);
6      float a=(3.14)*r*r;
7      float p=2*(3.14)*r;
8      printf("%.2f\n%.2f",a,p);
9      return 0;
10 }
```

 Run Code

Compiler Response

#	Testcase	Input	Expected Output	Your Output	Memory	CPU time	Result
1	5	5	78.50 31.40	78.50 31.40	1408 KB	3.390 ms	Pass
2	9	9	254.34 56.52	254.34 56.52	1408 KB	2.559 ms	Pass

All hidden testcases passed



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Call: +91 83 43 81 81 81

Email: support@technicalhub.io

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