WAP to find the area of a rectangle
 Code

**Output:** 

```
E\Manish\CProgramming\task4\task4_question1.exe

the area of length 25 and bredth 42 is 1050

Process exited after 4.543 seconds with return value 0

Press any key to continue . . . _
```

2. WAP to find the remainder of a number after dividing it by 2. **Code:** 

**Output:** 

```
E:\Manish\CProgramming\task4\task4_question2.exe

The remainder of number 27 is 1.

in 0

Process exited after 5.073 seconds with return value 0

Press any key to continue . . . _
```

3. WAP to find the perimeter of a rectangle **Code:** 

```
task4_question3.c
   1
       V/WAP to find the perimeter of a rectangle
        #include <stdio.h>
   3
        int main()
   5 □ {
   6
            int l=23,w=16;
            int perimeter=2*(1+w);
   7
            printf("The perimeter of length %d, width %d is %d.",l,w,perimeter);
   8
   9
            return 0;
  10 L }
Output:
```

```
E:\Manish\CProgramming\task4\task4_question3.exe
 The perimeter of length 23, width 16 is 78.
:t
  Process exited after 4.809 seconds with return value 0
Press any key to continue . . .
```

4. WAP to display the age of a person

Code:

```
als)
     task4_question4.c
ıg
           V/WAP to display the age of a person.
           #include <stdio.h>
      3
      4
           int main()
      5 ☐ {
               int age = 27;
      6
               printf("The age of a person is %d",age);
      7
      8
               return 0;
      9 L }
```

## **Output:**

```
E:\Manish\CProgramming\task4\task4_question4.exe

The age of a person is 27

Process exited after 4.965 seconds with return value 0

Press any key to continue . . .
```

5. WAP to show the text "This is C programming" **Code:** 

```
task4_question5.c

//WAP to show the text "This is C programming class"

#include <stdio.h>
int main()
{
    printf("This is C programming class.");
    return 0;
}
```

## Output:

```
This is C programming class.

tt Process exited after 4.666 seconds with return value 0

Press any key to continue . . .
```