```
triveni@LAPTOP-O8H96CDL: ~/MCGWorkspace/Assignment/ass6_1b
                                                                                                                                                                                                                                     #include<stdio.h>
#define PI 3.14159
static float cal_area (float radius)
       float temp = 0.0;
temp = (PI * radius * radius);
        return temp;
int main()
        float radius = 0.0;
       printf("Enter radius of circle\n");
scanf("%f", &radius);
        if (radius < 0)
                 printf("Error: Negative values not permitted\n");
                 printf("The area of a circle of radius %f units is %f units", radius, cal_area (radius));
       _return 0;
```