

Intro to Programming in C – small program 3

Assignment purpose: Interactive program using integers and doubles

****Submit source code (prog3.c) through Canvas**

- One source code file (unformatted text) will be submitted
- The file name must match the assignment
- The code should be tested and run on a Microsoft compiler before it is uploaded onto Canvas
- The code must be submitted on time in order to receive credit (11:59 PM on the due date)
- **Late submissions will not be accepted or graded**
- **All programming assignments are individual work, sharing code is considered cheating**

Description:

Instructions:

Create an interactive program that will calculate the perimeter and area of a square and also calculate the circumference and area of a circle.

// use an integer for the radius and side length

//use an integer for the square area and square perimeter

// use a double for the circle area and circle circumference

1. Declare variables: radius, length, squareArea, squarePerimeter, circleArea, circleCir
2. Greet the user
3. Prompt for the radius
4. Get the number from the keyboard.
5. Calculate the area of the circle (use 3.141592)
6. Display the area of the circle onto the screen to 3 decimal places
7. Calculate the circumference of the circle (use 3.141592)
8. Display the circumference of the circle onto the screen to 3 decimal places
9. Prompt for the side length of the square
10. Get the number from the keyboard.
11. Calculate the area of the square
12. Display the area of the square onto the screen
13. Calculate the perimeter of the square
14. Display the perimeter of the square onto the screen