

```
#include <stdio.h>

int main() {
    float wavelength, speed, frequency;
    printf("Enter the wavelength (in meters): ");
    scanf("%f", &wavelength);

    printf("Enter the speed of the wave (in meters per second): ");
    scanf("%f", &speed);

    // Calculate the frequency
    if (wavelength == 0 || speed == 0) {
        printf("Error: Wavelength and speed must be greater than
zero.\n");
    } else {
        frequency = speed / wavelength;
        printf("The frequency of the wave is: %.2f Hz\n", frequency);
    }
    return 0;
}
```