Circle

Lastname_PACircle.c

Write a program that calculates a circle's area or circumference.

PROGRAM DESIGN
The program should accept two inputs from the user. The first input (an integer), should determine what <u>type of computation</u> should be executed (calculate the area of a circle, or calculate its circumference). The second input (a floating point), is <u>the diameter of the circle</u>. For these circular computations, use the constant value for π (at 3.14159). NOTE: you may use as many variables as you deem necessary for the program. Save your program as *Lastname_PACircle.c* (example: **Ablazo_Circle.c**)

PROGRAM SKELETON
```
#include <stdio.h>
#define PI 3.14159

int main()
{
    float dm,comp;
    int choice;

    scanf("%d %f",&choice,&dm);

    /* build your program here */

    return 0;
}
```

INPUT
Each line of input contains an integer value and a floating-point, which are <u>separated by a space</u>. The first indicates the type of formula or computation to be done, that is, 1 Area of a Circle and 2 for Circumference of a Circle.

OUTPUT
Your program should print a floating-point number (result of the computation) with a 2 decimal precision in a single line for each corresponding line of input. Furthermore, if the first value indicated in the input is a value other than 1 or 2, your program should print the line "Invalid Input" for that line.

SAMPLE INPUT
```
1 10
2 10
5 15
1 5
2 14
```

SAMPLE OUTPUT
```
78.54
31.42
Invalid Input
19.63
43.98
```