Geomatractical Problem sloving C programme

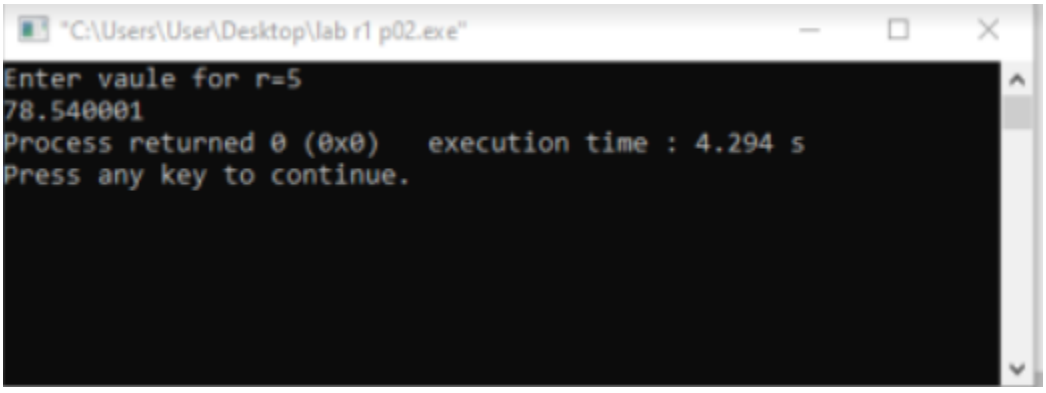
1. Write a complete C program to calculate area of a circle

Input:

```
#include<stdio.h>
int main()
{
float A,r;
printf("Enter vaule for r=");
scanf("%f",&r);
A= 3.1416 * r * r;
printf("%f",A);

}
```

Output:

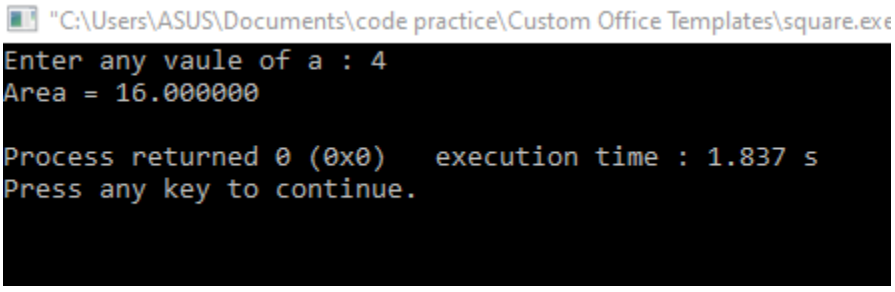


2. Write a complete C program to calculate area of a square.

Input:

```
#include<stdio.h>
int main()
{
  float a,area;
  printf("Enter any vaule of a : ");
  scanf ("%f",&a);
  area = a * a ;
  printf("Area = %f\n",area);
}
```

Output:



3. Write a complete C program to calculate area of a triangle.

Input:

```
#include<stdio.h>
int main()
{
  float base,height,area;
  printf("base=");
  scanf("%f",&base);
  printf("Height=");
  scanf("%f",&height);
  area = 0.5*base*height;
  printf("Area=%f\n",area);
}
```

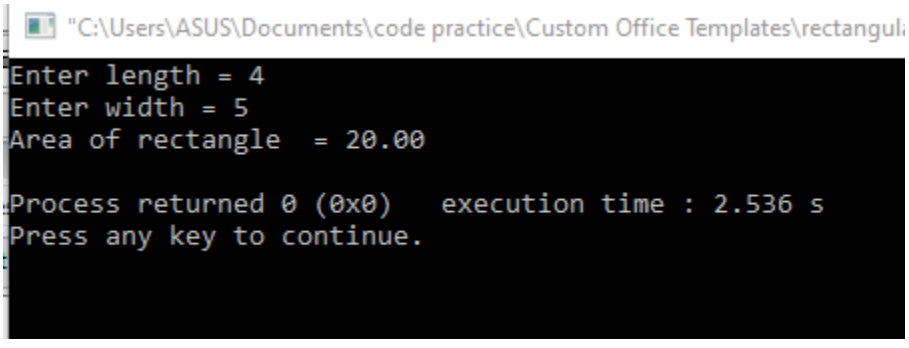
Output:

4. Write a complete C program to calculate area of a rectangular.

Input:

```
#include<stdio.h>
int main()
{
  float length,width,area;
  printf("Enter length = ");
  scanf("%f",&length);
  printf("Enter width = ");
  scanf("%f",&width);
  area = length * width;
  printf("Area of rectangle  = %.2f\n",area);
}
```

Input:



5.Write a C programme to find out the vaule of triangle to find the range.

Input:

```
#include<stdio.h>

int main()

{

   double a,b,c,s,area;

   printf("Enter 3  values: ");

   scanf("%lf %lf %lf",&a,&b,&c);

   s = (a+b+c)/2;

   area = sqrt(s*(s-a)*(s-b)*(s-c));

   printf("Area of triangle = %lf\n",area);


}
```

Output: