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:

}

```
"C:\Users\User\Desktop\lab r1 p02.exe" — \( \times\)

Enter vaule for r=5
78.540001

Process returned 0 (0x0) execution time : 4.294 s

Press any key to continue.
```

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:

"C:\Users\ASUS\Documents\code practice\Custom Office Templates\square.exε

```
Enter any vaule of a : 4
Area = 16.000000
Process returned 0 (0x0) execution time : 1.837 s
Press any key to continue.
```

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:

C:\Users\ASUS\Documents\codeblocks\triangle.exe

```
base=4
Height=5
Area=10.000000
Process returned 0 (0x0) execution time : 3.245 s
Press any key to continue.
```

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:

```
"C:\Users\ASUS\Documents\code practice\Custom Office Templates\rectangula

Enter length = 4

Enter width = 5

Area of rectangle = 20.00

Process returned 0 (0x0) execution time : 2.536 s

Press any key to continue.
```

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("%If %If %If",&a,&b,&c);
    s = (a+b+c)/2;
    area = sqrt(s*(s-a)*(s-b)*(s-c));
    printf("Area of triangle = %If\n",area);
}
```

Output:

```
C:\Users\ASUS\Documents\trianglke.exe

Enter 3 values: 3 4 4

Area of triangle = 5.562149

Process returned 0 (0x0) execution time : 3.570 s

Press any key to continue.
```