

main.c

Share

Run

```
16 printf("Enter length and breadth: ");
17 scanf("%f %f", &l, &b);
18 area = l * b;
19 printf("Area of Rectangle = %.2f\n", area);
20 break;
21 case 3:
22 printf("Enter base and height: ");
23 scanf("%f %f", &b, &h);
24 area = 0.5 * b * h;
25 printf("Area of Triangle = %.2f\n", area);
26 break;
27 case 4:
28 printf("Enter side: ");
29 scanf("%f", &side);
30 area = side * side;
31 printf("Area of Square = %.2f\n", area);
32
33 break;
34 default:
35 printf("Invalid Choice!\n");
36 }
37 return 0;
38 }
```

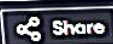
Output

Clear

Choose Shape to Find Area:
1. Circle
2. Rectangle
3. Triangle
4. Square
1
Enter radius: 5
Area of Circle = 78.50

=== Code Execution Successful ===

main.c



Run

Output

```
1 #include <stdio.h> //sumit jadhav
2 #include <math.h>
3 int main() {
4     double num;
5     printf("Enter a number: ");
6     scanf("%lf", &num); printf("\n--- Mathematical Functions ---\n");
7     printf("Square root = %.2lf\n", sqrt(num));
8     printf("Power (num^2) = %.2lf\n", pow(num, 2));
9     printf("Absolute value = %.2lf\n", fabs(num));
10    printf("Sine = %.2lf\n", sin(num));
11    printf("Cosine = %.2lf\n", cos(num));
12    printf("Tangent = %.2lf\n", tan(num));
13    printf("Logarithm = %.2lf\n", log(num));
14    printf("Exponential = %.2lf\n", exp(num));
15    return 0;
16 }
```

Enter a number: 5

--- Mathematical Functions ---

Square root = 2.24

Power (num^2) = 25.00

Absolute value = 5.00

Sine = -0.96

Cosine = 0.28

Tangent = -3.38

Logarithm = 1.61

Exponential = 148.41

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