1.//program to find area of a circle

2.#include<studio.h>

3.Intmain()

4.{int r=5

4.float pi=3.142, area;

4.printf (“enter radius of a circle”);

5.scanf (“%d”,&r);

6.area=pi×r×r;

7.printf (“\n area of a circle, %f”, area);

8.return0

9.}