// Import the Standard Library

#include <stdio.h>

// Import Math Library

#include <math.h>

// Defining the Man Function

int main(void)

{

// Declare the double variable used to carry user's input

double num;

// Asks the User to enter desired value

printf("Enter Angle for Sine Function (0 - 1): ");

// Input from User and store it in the num variable which is double type

scanf("%lf",&num);

// Conditional Statement to validate the input from user

if((num>=0)&&(num<=1))

{

// Prints the angle value along with calculated sine value

// To sine function can be executed from <math.h> class, using sin()

printf("Sine Angle of %.3lf Equals %lf",num,sin(num));

}

else

{

// In case the input value from user is not in between 0 and 1, following statement will be executed

printf("Input Range is Not in Between 0 and 1");

}

// Return zero from the main function

return 0;

}