**USKUDAR UNIVERSITY**

**FACULTY OF ENGINEERING AND NATURAL SCIENCES**

**DEPARTMENT OF SOFTWARE ENGINEERING**

**SE 101 INTRODUCTION TO SOFTWARE ENGINEERING**

**LAB SHEET 1-A**

**Exercise 1**

Write a C code that will look “similar” to the following, on the computer screen:

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**Exercise 2**

Write a C code that will calculate the area (A) and the circumference (C) of a circle by using the equations A= π*r*2 and C = 2π*r*, where *r* is the radius of the circle. At the end, the code will print out the area and the circumference in one line,

Note: The value of *r* will be hardcoded by the user – assign a random value to r.

The “output” of the code should look on the computer monitor as follows:

Area of this circle is xxx and the circumference of this circle is yyy.

**Exercise 3**

Modify exercise 2 in such a way that the program will prompt (ask) the user to enter the value of radius r. Using r value, calculate the circumference and area of circle and print the results on the screen.

The “output” of the code should look on the computer monitor as follows:

Radius of circle: xxx

Are of circle: xxx

Circumference of circle: xxx

Here instead of xxx you will print the values.