**Area and Circumference of Circle**

#include <stdio.h>

#define PI 3.14

#define CYAN "\x1b[36m"

#define RESET "\x1b[0m"

main ()

{

printf(CYAN"\nWelcome to Our Program... !!"RESET);

printf(CYAN"\nEnter the Radius of the Circle : "RESET);

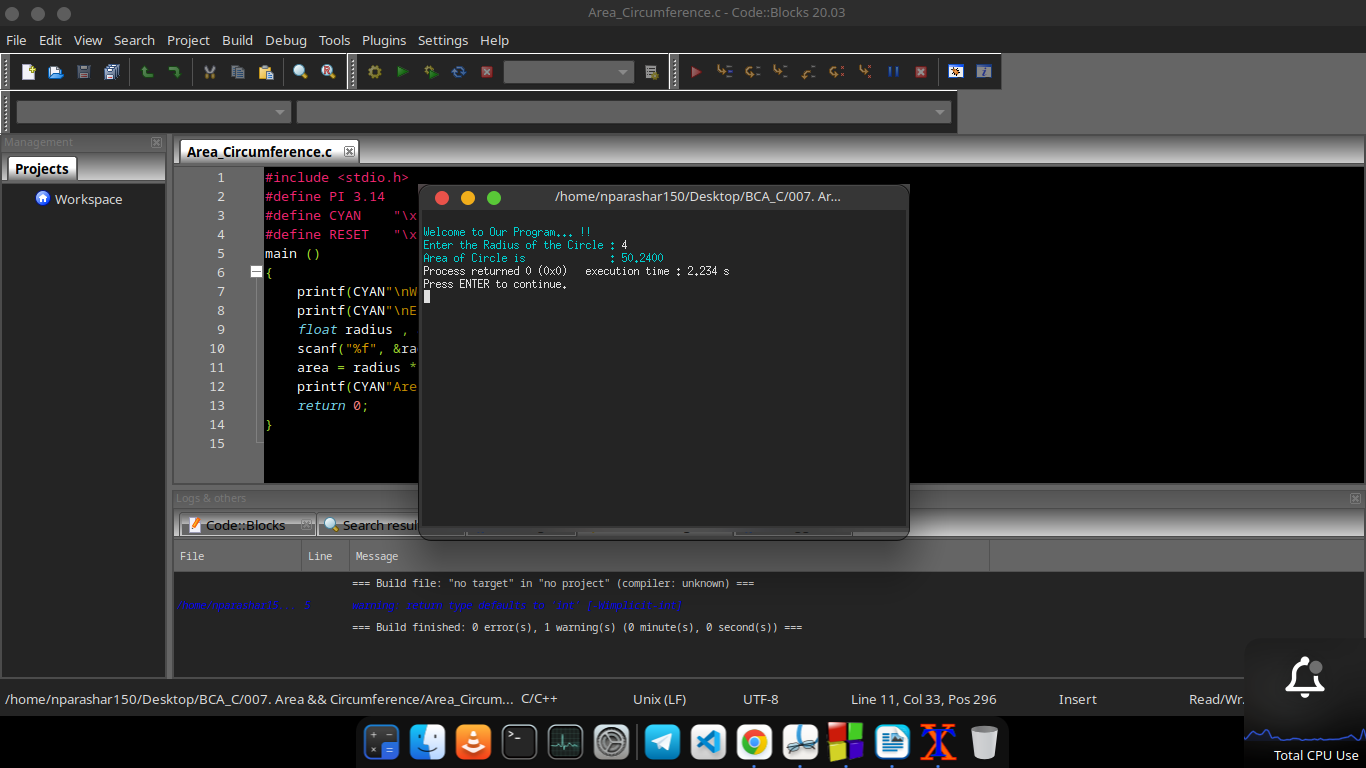
float radius , area;

scanf("%f", &radius);

area = radius \* radius \* PI;

printf(CYAN"Area of Circle is : %.4f"RESET, area);

return 0;



}