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printf("Enter the length & breadth of the second rectangle:")
scanf("%f %f", &length3, &breadth3);
perimeter3 = 2 * (length3 + breadth3);

printf("Enter the length and breadth of the
rectangle:")

scanf("%f %f", &length1, &breadth1);
perimeter1 = 2 * (length1 + breadth1);

max_perimeter = (perimeter1 > perimeter3) ?
(perimeter1 > perimeter3) ? perimeter1 :
(perimeter2 > perimeter3) ? perimeter2 :
perimeter3;

printf("The highest perimeter among the
three rectangles is: %f", max_perimeter);

return 0;

