

```
for(i=0, i<hexagonSize, i++)
{
    for(s=0, s<=hexagonSize-r, s++)
        printf(" ");
    r++;
    for(s=0, s<=hexagonSize-r, s++)
        printf(" ");
    r--;
    printf("\n");
}

float tBase;
float tHigh;
float High;
float BaseArea;
float Prism;

printf(" Enter value of Triangular Base : ");
scanf("%f", &tBase);

printf(" Enter value of Triangular High : ");
scanf("%f", &tHigh);

printf(" Enter value of High : ");
scanf("%f", &High);

BaseArea = 0.5 * tBase * tHigh;
printf("\n Base area is %.2f\n", BaseArea);

Prism = BaseArea * High;
printf("\n Prism volume is %.2f\n", Prism);

int main()
{
    float Width;
    float Long;
    float High;
    float BaseArea;
    float Prism;

    printf(" Enter value of Width : ");
    scanf("%f", &Width);

    printf(" Enter value of Long : ");
    scanf("%f", &Long);

    printf(" Enter value of High : ");
    scanf("%f", &High);

    BaseArea = Width * Long;
    printf("\n Base area is %.2f\n", BaseArea);

    Prism = BaseArea * High;
    printf("\n Prism volume is %.2f\n", Prism);

    return 0;
}

float usd;
float thb;
float exchange_rate = 31.50;

printf(" Enter Dollar (USD) amount : ");
scanf("%f", &usd);

thb = usd * exchange_rate;

printf("\n");
printf(" Exchange rate 1 (USD) = %.2f (THB)\n", exchange_rate);
printf(" %.2f (USD) = %.2f (THB)\n\n", usd, thb);

return 0;
```

A close-up photograph of a person's hands typing on a dark computer keyboard. The background is slightly blurred, and the lighting highlights the keys and the person's fingers. The image has a warm, orange-tinted glow.