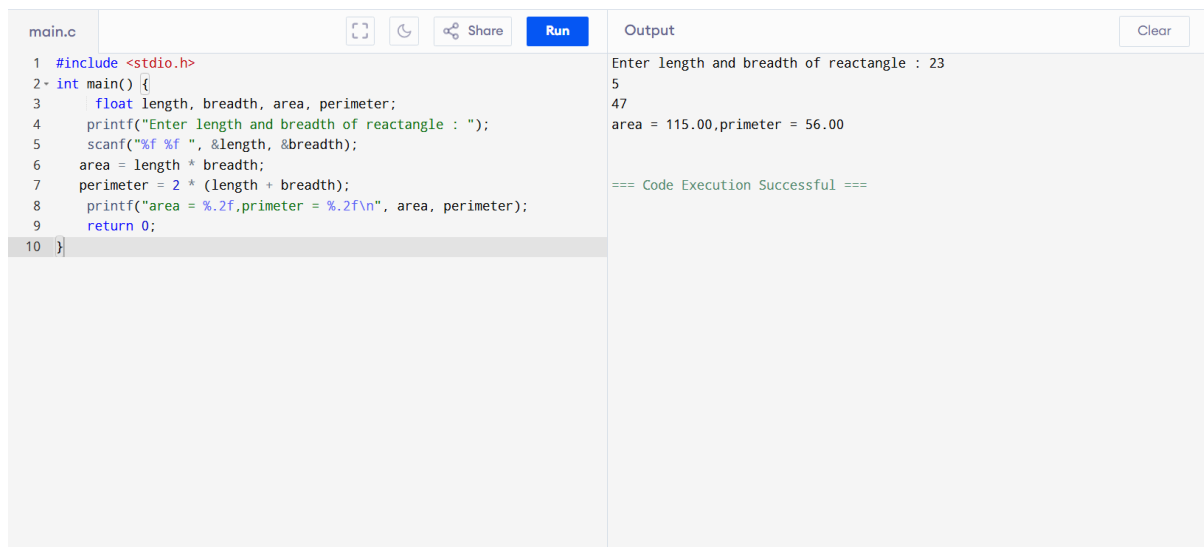# c programming assignment 1

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August 2025

1 18. Area perimeter of a rectangle.

```c
#include <stdio.h>
int main() {
    float length, breadth, area, perimeter;
    printf("Enter length and breadth of reactangle : ");
    scanf("%f %f ", &length, &breadth);
    area = length * breadth;
    perimeter = 2 * (length + breadth);
    printf("area = %.2f,primeter = %.2f\n", area, perimeter);
    return 0;
}
```


Figure 1: program 18