

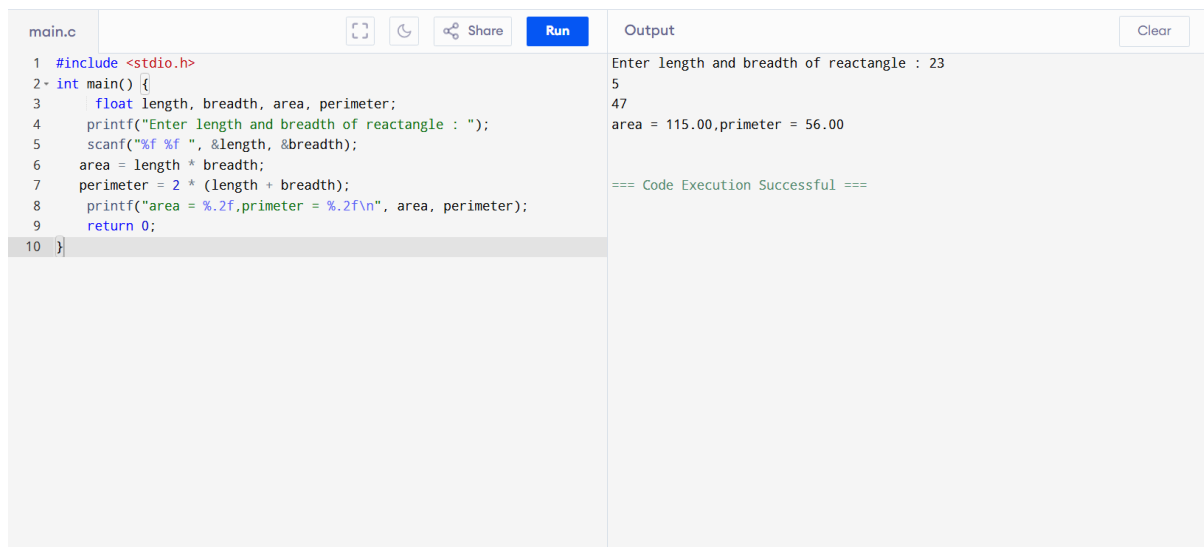
c programming assignment 1

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August 2025

1 18. Area perimeter of a rectangle.

```
#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;
}
```



The screenshot shows a code editor with a file named 'main.c'. The code is a C program to calculate the area and perimeter of a rectangle. It prompts the user to enter length and breadth, calculates the area and perimeter, and prints the results. The output window shows the program's execution with the input values 23 and 5, resulting in an area of 115.00 and a perimeter of 56.00. The execution was successful.

```
main.c  [Icons]  Run  Output  Clear
```

```
1 #include <stdio.h>
2 int main() {
3     float length, breadth, area, perimeter;
4     printf("Enter length and breadth of reactangle : ");
5     scanf("%f %f ", &length, &breadth);
6     area = length * breadth;
7     perimeter = 2 * (length + breadth);
8     printf("area = %.2f,primeter = %.2f\n", area, perimeter);
9     return 0;
10 }
```

Output

```
Enter length and breadth of reactangle : 23
5
area = 115.00,primeter = 56.00

=== Code Execution Successful ===
```

Figure 1: program 18