**EXP4**

**Program to find the area and perimeter of a rectangle and the area of a circle and its circumference.**

**Area and perimeter of a rectangle:**

#include<stdio.h>

void area\_of\_shapes(){

int l\_of\_rectangle , b\_of\_rectangle;

int area\_of\_rectangle , p\_of\_rectangle;

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

printf(" Enter Length here:");

scanf("%d",&l\_of\_rectangle);

printf(" Enter Breadth here:");

scanf("%d",&b\_of\_rectangle);

area\_of\_rectangle = l\_of\_rectangle \* b\_of\_rectangle;

p\_of\_rectangle = l\_of\_rectangle + l\_of\_rectangle + b\_of\_rectangle + b\_of\_rectangle;

printf(" Area = %d\n" , area\_of\_rectangle);

printf(" Perimeter = %d" , p\_of\_rectangle);

}

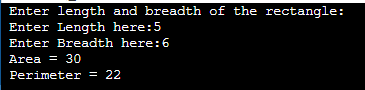
int main(){

area\_of\_shapes();

return 0;

}

**OUTPUT:**

****

**Area and circumference of circle:**

#include<stdio.h>

void circle(){

float rad, area;

float circumf;

printf("Enter Radius Value of Circle: ");

scanf("%f", &rad);

area = 3.14\*rad\*rad;

circumf = 2\*3.14\*rad;

printf("\nArea = %0.2f", area);

printf("\nCircumference = %0.2f", circumf);

}

int main()

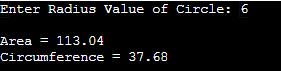
{

circle();

return 0;

}

**OUTPUT:**

****