Q.2 WAP to compute the BMI index of the person and print the BMI values as per the following ranges. You can use the following formula to compute BMI = weight (kgs)/Height (mts) * Height (mts).

	BMI
Starvation	< 15
Anorexic	15.1 to 17.5
Under Weight	17.6 to 18.5
Ideal	18.6 to 24.9
Overweight	25 to 25.9
Obese	30 to 39.9
Morbidity Obese	40.0 above

```c
# include < stdio.h>
    int main ( )
    {
    float weight, height, BMI;
    print ( " hello, please enter your weight. ");
    scanf ( "% f", & weight);
    printf ( " hello, please enter your height in metre: ");
    scanf ("% f", & height);
    BMI = weight / (height * height);
    if ( BMI < 18.5 ) {
    printf ( " You are underweight \f n");
```

```
} else if (BMI < 24.9) {
    printf ("You are normal weight.\n");
} else if (BMI < 29.9) {
    printf ("You are overweight.\n");
} else {
    printf ("You are obese.\n");
}
printf ("Your BMI is : %.2f\n", BMI);
return 0;
}
```

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```c
1  #include <stdio.h>
2
3  int main() {
4      // Declare float variables for weight, height, and BMI
5      float weight, height, BMI;
6
7      // Prompt user for weight and read the input
8      printf("Hello, please enter your weight (kgs): ");
9      scanf("%f", &weight);
10
11     // Prompt user for height and read the input
12     printf("Hello, please enter your height in metres: ");
13     scanf("%f", &height);
14
15     // Calculate BMI using the formula: weight / (height * height)
16     // Note: The handwritten code's BMI calculation was slightly
           incomplete,
17     // it's corrected here to: BMI = weight / (height * height)
18     BMI = weight / (height * height);
19
20     // Use if-else if ladder to determine and print the BMI
           category
21     // The ranges are taken from the table in the image:
22
23     if (BMI < 15.0) {
24         printf("You are in the **Starvation** range.\n");
```

Hello, please enter your weight (kgs): 70
Hello, please enter your height in metres: 1.75
You are in the **Ideal** (Normal Weight) range.
Your BMI is: 22.86

=== Code Execution Successful ===