PAGE NO.:
DATE: / /

Experiment - 2-1

Q. WAP a C program to Calculate the area and perimeter of a rectangle based on its length and width.

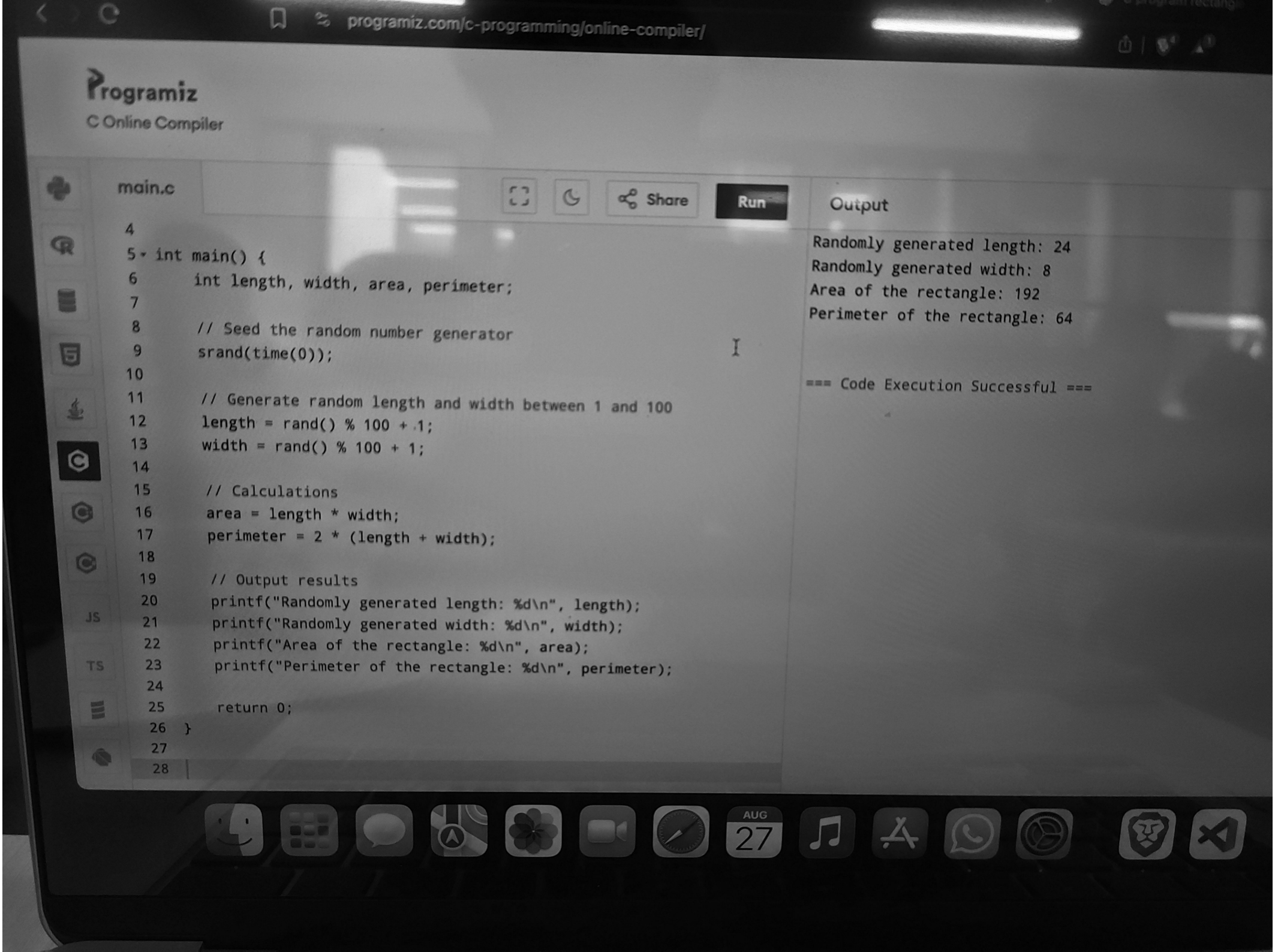
→
```
#include <stdio.h>

int main() {
    float length, width, area, perimeter;
    printf("enter length:");
    scanf("%f", &length);
    printf("enter width:");
    scanf("%f", &width);
    area = length*width;
    perimeter = 2*(length+width);
    printf("Area of rectangle: %.2f\n", area);
    printf("Perimeter of rectangle: %.2f\n", perimeter);

    return 0;
}
```

Remarks:

Teacher's Signature_____


programiz.com/c-programming/online-compiler/
Programiz
C Online Compiler
main.c
Share
Run
Output
4
5 int main() {
6 int length, width, area, perimeter;
7
8 // Seed the random number generator
9 srand(time(0));
10
11 // Generate random length and width between 1 and 100
12 length = rand() % 100 + 1;
13 width = rand() % 100 + 1;
14
15 // Calculations
16 area = length * width;
17 perimeter = 2 * (length + width);
18
19 // Output results
20 printf("Randomly generated length: %d\n", length);
21 printf("Randomly generated width: %d\n", width);
22 printf("Area of the rectangle: %d\n", area);
23 printf("Perimeter of the rectangle: %d\n", perimeter);
24
25 return 0;
26 }
27
28
Randomly generated length: 24
Randomly generated width: 8
Area of the rectangle: 192
Perimeter of the rectangle: 64
=== Code Execution Successful ===
JS
TS
AUG
27