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#include <stdio.h>
#include <math.h>

#define PI 3.1416

int main()
{
    float fAngD, fAngR;
    float fTerm, fNum, fDen, fVal;
    int i, iNum;

    printf("Enter the Angle ....\n");
    scanf("%f",&fAngD);

    printf("Angle = %f\n",fAngD);

    printf("Enter the Number of terms...\n");
    scanf("%d",&iNum);
    printf("No of terms = %d\n",iNum);

    fAngR= (fAngD*PI)/180 ;

    fNum=fAngR;
    fDen=1.0;
    fVal =0.0;
    fTerm=fNum/fDen;
    for(i=1;i<=iNum;i++)
    {
        fVal = fVal + fTerm;
        fNum = -fNum * fAngR * fAngR ;
        fDen = fDen * (2*i) * (2*i+1);
        fTerm = fNum/fDen;
    }
    printf(" Calculated value is :Sin( %f ) = %f\n",fAngD,fVal);
    printf("Built In function value is :Sin( %f ) = %f\n",
        fAngD, sin(fAngR));

    return 0;
}

```