#include<stdio.h>

float calculate\_area(int);

int main()

{

int radius;

float area;

printf("\nEnter the radius of the circle : ");

scanf("%d",&radius);

area = calculate\_area(radius);

printf("\nArea of Circle : %f ",area);

return(0);

}

float calculate\_area(int radius)

{

float areaOfCircle;

areaOfCircle = 3.14 \* radius \* radius;

return(areaOfCircle);

}