1. Area of a rectangle

#include<stdio.h>

int main (){

int x,y,a;

scanf("%d",&x);

scanf("%d",&y);

a=x\*y;

printf("%d",a);

}

2. Perimeter of a rectangle

#include<stdio.h>

int main (){

int x,y,a;

scanf("%d",&x);

scanf("%d",&y);

a=(x+y)\*2;

printf("%d",a);

}

3. Find batter’s stick rate

#include<stdio.h>

int main (){

int x,y,a;

scanf("%d",&x);

scanf("%d",&y);

a=x/y;

printf("%d",a);

}

4. Total min from hour and min

#include<stdio.h>

int main (){

int x,y,a;

scanf("%d",&x);

scanf("%d",&y);

a=(x\*60)+y;

printf("%d",a);

}

5. Input min; Output: hour and min

#include<stdio.h>

int main (){

int m;

printf("%n\n\tEnter m=");

scanf("%d",&m);

printf("\n\=%d m\n\=%d hours and %d minutes",m,m/60,m%60);

}

Or

#include<stdio.h>

int main(){

int x,y,a;

scanf("%d",&x);

y=x/60;

a=x%60;

printf("%d hours\n",y);

printf("%d minutes",a);

}