

```
//program to print area of a circle
```

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int r= 3;
```

```
    float pie=3.14;
```

```
    printf("Enter radius of circle:");
```

```
    scanf("%d",&r);
```

```
    'area'=(float pie * r * r);
```

```
    printf("\n area of a circle ; %f",area);
```

```
    return 0;
```

```
}
```