

Date: 8-Dec-2020

# Assignment No : 1

Q1. WAP To Calculate Area and Perimeter of Triangle and Rectangle. With Algorithm & Flowchart to find Area and Perimeter

- Algorithm to Find Area and Perimeter of Rectangle and Triangle.

**Algorithm:**

**Step 1. Start**

**Step 2. Input Length & breadth of Rectangle say l & b, and Input Side of triangle say side1, side2, side3**

**Step 3. Calculate**

**Area of Triangle =  $(\text{base} * \text{height}) / 2$**

**Area of Rectangle =  $\text{length} * \text{breadth}$**

**Perimeter of Rectangle =**

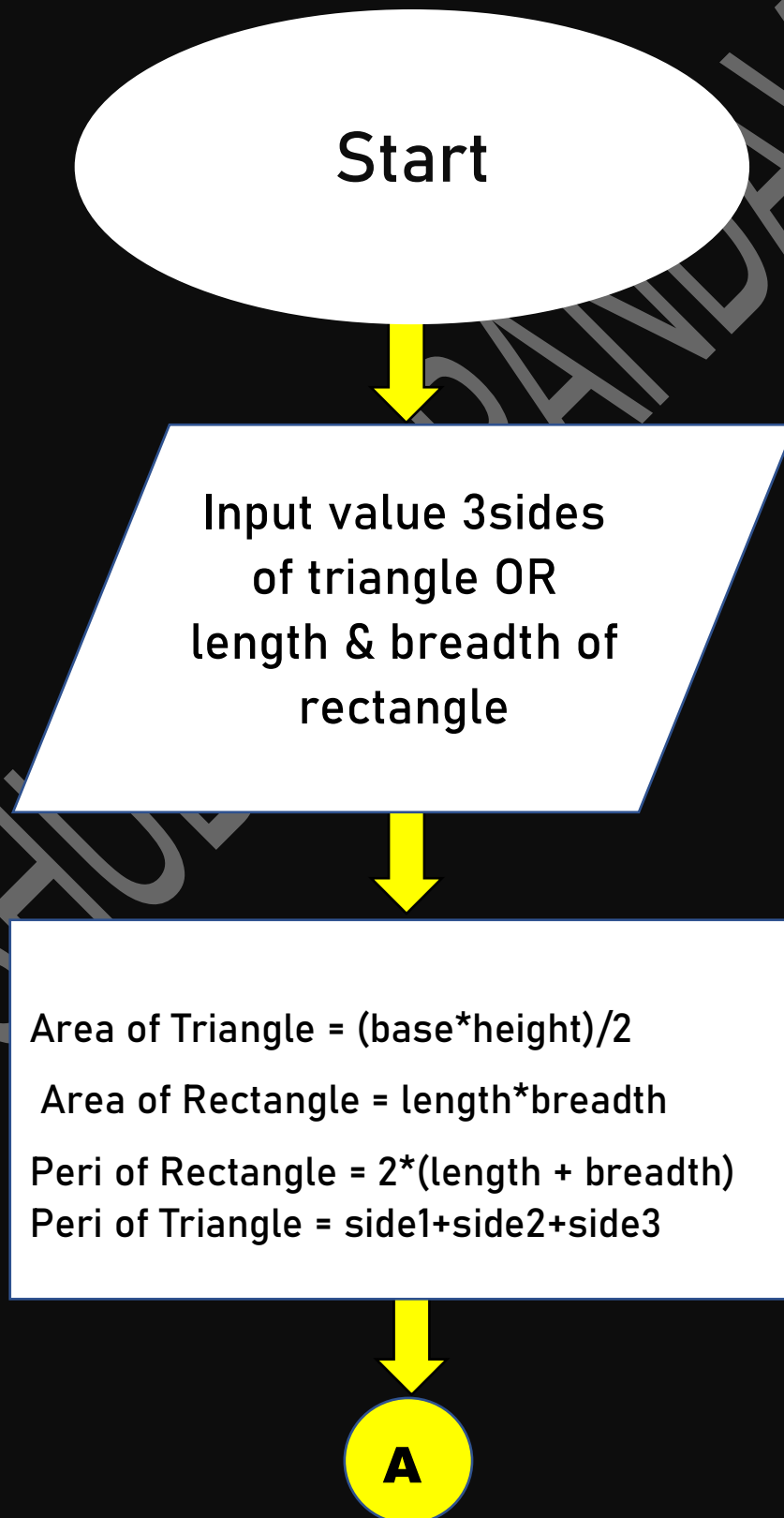
**$2 * (\text{length} + \text{breadth})$**

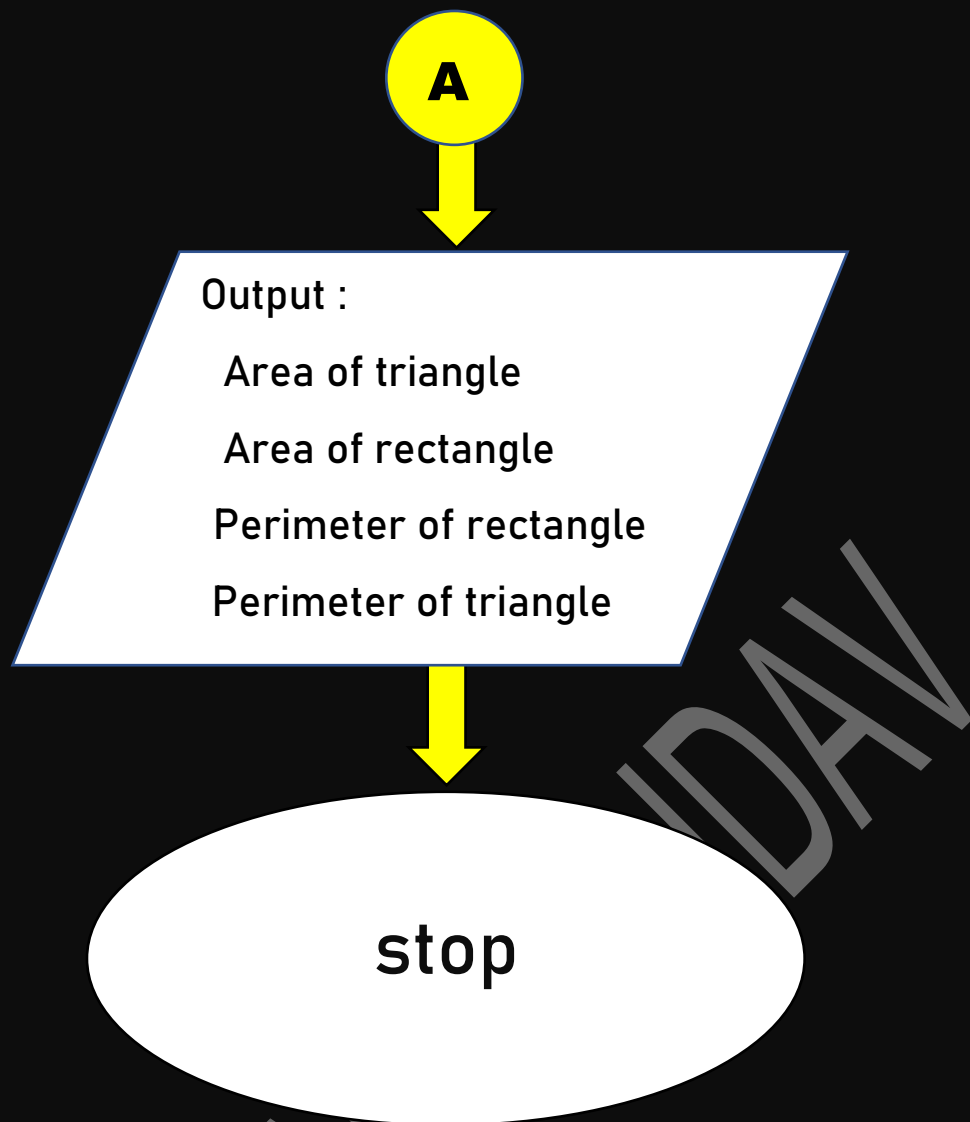
**Perimeter of Triangle =  $\text{side1} + \text{side2} + \text{side3}$**

Step 4. Output/display

Step 5. Stop

FLOWCHART :





Note: This Circle symbol is connector between two pages.

GitHub:

<https://github.com/shubhampandav/c-lang-practicle>

Telegram: <https://t.me/LearnProgrammingLang>

- **Program to calculate area & Perimeter of rectangle and Triangle:**

```
// WAP to cal area and perimeter of rectangle and triangle
// 8-Dec-2020
//Name : shubham pandav

#include <stdio.h>

void main()
{
    int side1, side2, side3, len, breadth;
    float area_t;
    int peri_t, peri_r, area_r;

    printf("\nEnter the values of Three sides : ");
    scanf("%d%d%d", &side1, &side2, &side3);

    printf("Enter the values of Lenght and breadth :");
    scanf("%d%d", &len, &breadth);
    // cal area of rectangle

    area_r = len * breadth;

    // cal area of triangle

    area_t = side1 * side2 / 2;

    // cal perimeter of rectangle

    peri_r = 2 * (len + breadth);

    // cal perimeter of triangle

    peri_t = side1 + side2 + side3;

    // display result

    printf("\nThe area of triangle : %f", area_t);
    printf("\nThe area of rectangle : %d", area_r);
    printf("\nThe perimeter of triangle : %d", peri_t);
    printf("\nThe perimeter of rectangle : %d", peri_r);
}
```



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