## **FENCING THE GROUND**

#include <stdio.h>

int main() {

int length, breadth;

float perimeter, area;

scanf("%d", &length);

scanf("%d", &breadth);

perimeter = 2.0 \* (length + breadth);

area = length \* breadth;

printf("Required length is %.2fm\n", perimeter);

printf("Required quantity of carpet is %.2fsqm\n", area);

return 0;

}