## **Shape Calculation-Perimeter**

#include <stdio.h>

#include <string.h>

#include <math.h>

#include <stdlib.h>

#define Pi 3.14159

int main() {

int s1,s2,l,w,b1,r,b2;

scanf("%d%d%d%d%d%d%d",&s1,&l,&w,&r,&b1,&s2,&b2);

printf("Perimeter of Square:%d\n",4\*s1);

printf("Perimeter of Rectangle:%d\n",2\*(l+w));

printf("Perimeter of Circle:%.2f\n",floor(2\*Pi\*r\*100)/100);

printf("Perimeter of Triangle:%d",b1+b2+s2);

return 0;

}