

```
#include<stdio.h>
int main(){
    float r,p,a;

    printf("Enter the radius of the circle=");
    scanf("%f",&r);

    p=2*3.14159*r;
    a=3.14159*r*r;

    printf("perimeter=");
    printf("%f",p);

    printf("area");
    printf("%f",a);

}
```