#include <stdio.h>

float celsiusToFahrenheit(float celsius);

float celsiusToKelvin(float celsius);

float fahrenheitToCelsius(float fahrenheit);

float fahrenheitToKelvin(float fahrenheit);

float kelvinToCelsius(float kelvin);

float kelvinToFahrenheit(float kelvin);

int main() {

float temperature;

char unit;

printf("Enter temperature value: ");

scanf("%f", &temperature);

printf("Enter the unit of the temperature (C for Celsius, F for Fahrenheit, K for Kelvin): ");

scanf(" %c", &unit); // Note the space before %c to consume any leftover whitespace

if (unit == 'C' || unit == 'c') {

float fahrenheit = celsiusToFahrenheit(temperature);

float kelvin = celsiusToKelvin(temperature);

printf("%.2f Celsius is %.2f Fahrenheit and %.2f Kelvin\n", temperature, fahrenheit, kelvin);

} else if (unit == 'F' || unit == 'f') {

float celsius = fahrenheitToCelsius(temperature);

float kelvin = fahrenheitToKelvin(temperature);

printf("%.2f Fahrenheit is %.2f Celsius and %.2f Kelvin\n", temperature, celsius, kelvin);

} else if (unit == 'K' || unit == 'k') {

float celsius = kelvinToCelsius(temperature);

float fahrenheit = kelvinToFahrenheit(temperature);

printf("%.2f Kelvin is %.2f Celsius and %.2f Fahrenheit\n", temperature, celsius, fahrenheit);

} else {

printf("Invalid unit entered.\n");

}

return 0;

}float celsiusToFahrenheit(float celsius) {

return (celsius \* 9/5) + 32;

}

float celsiusToKelvin(float celsius) {

return celsius + 273.15;

}

float fahrenheitToCelsius(float fahrenheit) {

return (fahrenheit - 32) \* 5/9;

}

float fahrenheitToKelvin(float fahrenheit) {

return fahrenheitToCelsius(fahrenheit) + 273.15;

}

float kelvinToCelsius(float kelvin) {

return kelvin - 273.15;

}

float kelvinToFahrenheit(float kelvin) {

return celsiusToFahrenheit(kelvinToCelsius(kelvin));

}