

```
4 int main() {
5     float x, y, z, P, A;
6     printf("\nInput the first number: ");
7     scanf("%f", &x);
8     printf("\nInput the second number: ");
9     scanf("%f", &y);
10    printf("\nInput the third number: ");
11    scanf("%f", &z);
12
13    if (x < (y+z) && y < (x+z) && z < (y+x))
14    {
15        P = x+y+z;
16        printf("\nPerimeter = %.1f\n", P);
17    }
18    else
19    {
20    }
21 }
```

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int main()
5  {
6      int days, years, weeks;
7      days = 1343;
8      // Converts days to years, weeks and days
9      years = days/365;
10     weeks = (days % 365)/7;
11     days = days - ((years*365) + (weeks*7));
12
13     printf("Years: %d\n", years);
14     printf("weeks: %d\n", weeks);
15     printf("Days: %d \n", days);
16
17     return 0;
18 }
19
```



*main.c X

```
#include <stdio.h>
#include <stdlib.h>
```

```
int main() {
    float x1, y1, x2, y2, gdistance;
    printf("Input x1: ");
    scanf("%f", &x1);
    printf("Input y1: ");
    scanf("%f", &y1);
    printf("Input x2: ");
    scanf("%f", &x2);
    printf("Input y2: ");
    scanf("%f", &y2);
    gdistance = ((x2-x1)*(x2-x1)+((y2-y1)*(y2-y1)));
    printf("Distance between the said points: %.4f", sqrt(gdistance));
    printf("\n");
    return 0;
}
```