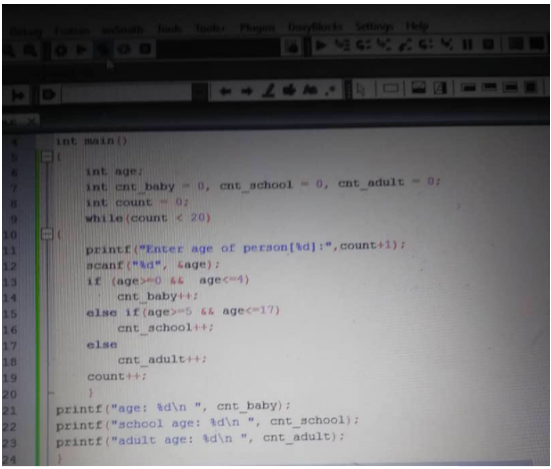
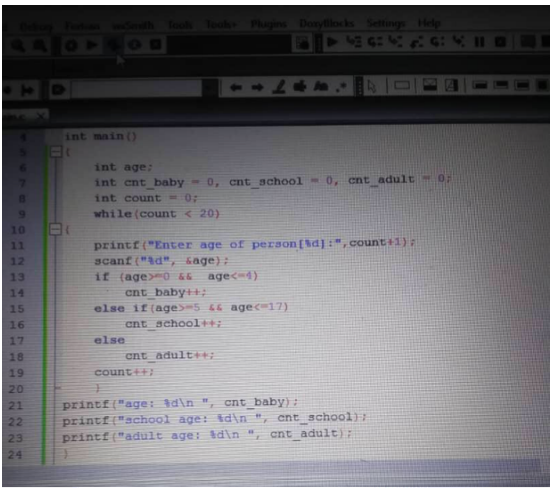


```c
int main()
{
    int age;
    int cnt_baby = 0, cnt_school = 0, cnt_adult = 0;
    int count = 0;
    while(count < 20)
{
    printf("Enter age of person[%d]:",count+1);
    scanf("%d", &age);
    if (age>=0 &&  age<=4)
        cnt_baby++;
    else if(age>=5 && age<=17)
        cnt_school++;
    else
        cnt_adult++;
    count++;
    }
printf("age: %d\n ", cnt_baby);
printf("school age: %d\n ", cnt_school);
printf("adult age: %d\n ", cnt_adult);
}
```



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    count++;
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printf("school age: %d\n ", cnt_school);
printf("adult age: %d\n ", cnt_adult);
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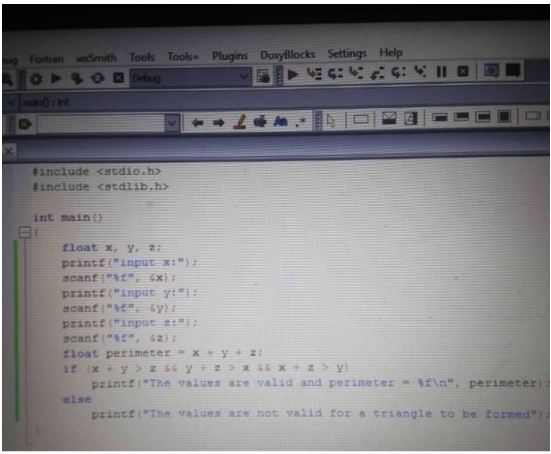
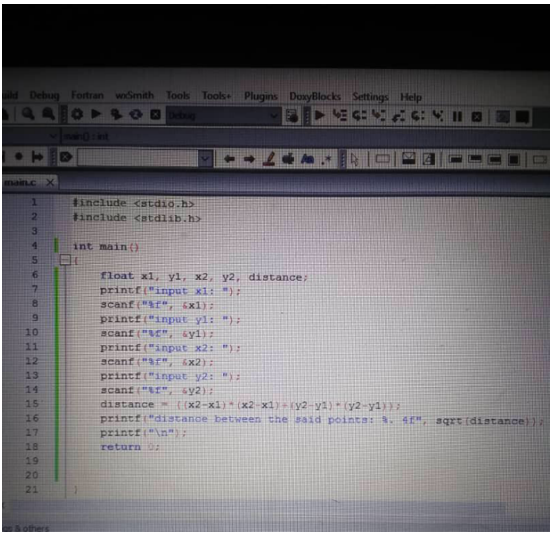
```



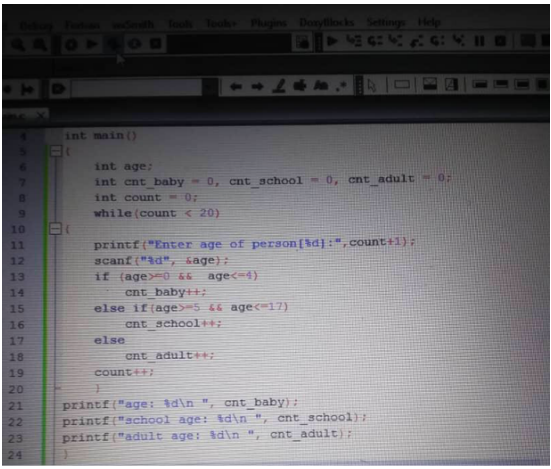
```c
#include <stdio.h>
#include <stdlib.h>

int main()
{
    float x, y, z;
    printf("input x:");
    scanf("%f", &x);
    printf("input y:");
    scanf("%f", &y);
    printf("input z:");
    scanf("%f", &z);
    float perimeter = x + y + z;
    if (x + y > z && y + z > x && x + z > y)
        printf("The values are valid and perimeter = %f\n", perimeter);
    else
        printf("The values are not valid for a triangle to be formed");
}
```



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

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


}
```



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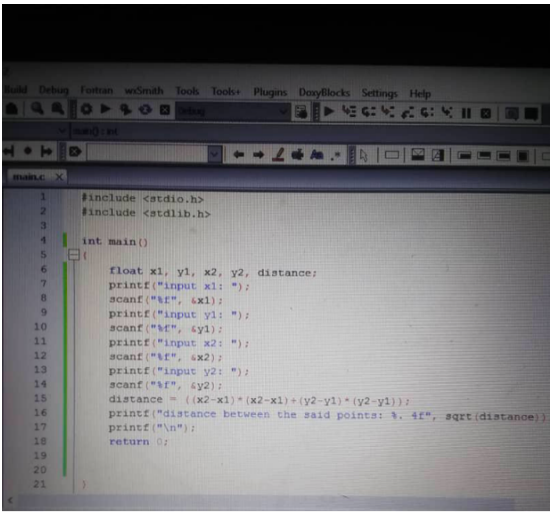
    if (age>=0 &&  age<=4)
        cnt_baby++;
    else if(age>=5 && age<=17)
        cnt_school++;
    else
        cnt_adult++;
    count++;
    }
printf("age: %d\n ", cnt_baby);
printf("school age: %d\n ", cnt_school);
printf("adult age: %d\n ", cnt_adult);
}
```


Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help
main.c
#include <stdio.h>
#include <stdlib.h>
int main()
{
float x1, y1, x2, y2, distance;
printf("input x1: ");
scanf("%f", &x1);
printf("input y1: ");
scanf("%f", &y1);
printf("input x2: ");
scanf("%f", &x2);
printf("input y2: ");
scanf("%f", &y2);
distance = ((x2-x1)*(x2-x1)+(y2-y1)*(y2-y1));
printf("distance between the said points: %. 4f", sqrt(distance));
printf("\n");
return 0;
}