

SQUARE OF A NUMBER

```
#include<stdio.h>
int main()
{
    float number, square;
    printf("Please Enter any integer Value : ");
    scanf("%f", &number);
    square = number * number;
    printf("square of a given number %.2f is = %.2f", number, square);
    return 0;
}
```

OUTPUT

Please Enter any integer Value : 20
square of a given number 20.00 is = 400.00

```
#include<stdio.h>
//function to calculate square of number
float squareOfNumber(float num)
{
    return (num*num);
}
int main()
{
    float number, square;
    printf("Please Enter any integer Value : ");
    scanf("%f", &number);
    square = squareOfNumber(number);
    printf("square of a given number %.2f is = %.2f", number, square);
    return 0;
}
```

PRODUCT OF 2 NUMBERS

```
#include <stdio.h>
int main() {
    double a, b, product;
    printf("Enter two numbers: ");
    scanf("%lf %lf", &a, &b);

    // Calculating product
    product = a * b;

    // %.2lf displays number up to 2 decimal point
    printf("Product = %.2lf", product);

    return 0;
}
```

```
Enter two numbers: 2.4
1.12
Product = 2.69
```