//Calculate the Area of a circle and the area of a rectangle

# include <stdio.h>

int main ()

{

int length, width,areaR,radius ;

double areaC;

printf("\n enter the length and width of the rectangle:\n");

scanf("%d %d",&length,&width);

printf("\n enter the radius of the circle:\n");

scanf("%d",&radius);

areaR=length\*width;

areaC=radius\*radius\*3.14159;

printf("\n The area of the rectangle is:%d",areaR);

printf("\n The area of the circle is:%.3f",areaC);

return 0;

Problem #1

Break up the program given above (areas) into one main function and 3 user-defined functions:  
  
// gets an integer from the user and returns it

// make 3 calls to this function:

// get the length of the rectangle from the user and return it to main

// get the width of the rectangle from the user and return it to main

// get the radius of the circle from the user and return it to main  
int GetNum(void);  
  
// takes two arguments, the length and width of the rectangle and returns the area of the rectangle(areaR)

int Calculate areaR (int length, int width);  
  
// takes one argument, the radius of the circle and returns the area of the circle (areaC)

double Calculate areaC (int radius);