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/* Area of a Circle: third.c */
#include <stdio.h>
#include <math.h>
int main() {
    float radius, area ;

    printf("Enter the radius :) ; scanf("%f", &radius) ;
    area = 4.0 * atan(1.0) * radius * radius ;
    printf("\n Circle-Area = %f for Radius = %f\n",
           area, radius) ; return 0 ;
}
```