

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

```
int main() {
```

```
    int a = 41, b = 12;
```

```
    float x = 21.2, y = 412.123;
```

```
    int r1 = a * b;
```

```
    float r2 = x * y;
```

```
    printf("41 * 12 = %d\n", r1);
```

```
    printf("21.2 * 412.123 = %.3f\n", r2);
```

```
    return 0;
```

```
}
```

