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#include<iostream>

using namespace std;

class shape{

public:

double sidea, sideb;

double area=0.00;

shape()

{

sidea=0.00;

sideb=0.00;

}

};

class getda:public shape

{

public:

void get\_data()

{

cin>>sidea>>sideb;

}

};

class pdata:public getda

{

public:

void display\_area(int n)

{

if(n == 2)

{

area = 0.5\*sidea\*sideb;

cout<<area<<"\n";

}

else if(n == 1)

{

area = sidea\*sideb;

cout<<area<<"\n";

}

else{

cout<<"Invalid choice try again.\n";

return;

}

}

};

int main()

{

int ch;

pdata obj;

while(1)

{

cout<<"1)For area of rectangle\n";

cout<<"2)For area of triangle\n";

cout<<"3)To exit\n";

cin>>ch;

switch(ch)

{

case 1:

obj.get\_data();

obj.display\_area(ch);

break;

case 2:

obj.get\_data();

obj.display\_area(ch);

break;

case 3:

cout<<"Now Exiting.\n";

exit(0);

break;

default:

cout<<"Invalid choice\n";

}

}

}