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

void cylinder()
{
    float r, h, sa, v;
    printf("Enter radius: ");
    scanf("%f", &r);
    printf("enter height: ");
    scanf("%f", &h);
    sa = (2 * 3.142 * r * h) + (2 * 3.142 * r * r);
    v = 3.142 * r * r * h;
    printf("Surface area is %f \n", sa);
    printf("Volume is %f \n", v);
}

void cone()
{
    float r, h, sa, v, t;
    printf("enter radius: ");
    scanf("%f", &r);
    printf("enter height: ");
    scanf("%f", &h);
    t = sqrt((h * h) + (r * r));
    sa = 3.142 * r * (r + t);
    v = 3.142 * r * r * h / 3;
    printf("Surface area is %f \n", sa);
    printf("volume is %f \n", v);
}
```

```c
void sphere
{
    float r, sa, v;
    printf("Enter radius: ");
    scanf("%f", &r);
    sa = 4* 3.142 * r*r;
    v = 4* 3.142 * r*r*r /3;
    printf("surface area is %f \n", sa);
    printf("volume is %f \n", v);
}

}

int main()
{
    int n;
    char a, t;
    printf("\n\n 1-Cylinder \n2-Cone \n3-Sphere \n");
    do
    {
        printf("Choose one: ");
        scanf("%d", &n);
        switch (n)
        {
            case 1:
                cylinder();
                break;
            case 2:
                cone();
                break;
            case 3:
```

```c
                sphere ();
                break;
        default:
                printf("Enter valid choice!!");
                break;
        }
        printf("\n Press 1 to continue or 0 to exit: ");
        scanf("%d", &t);
        if (t==1)
        {
                a = 1;
        }
        else if (t==0)
        {
                a = 0;
        }
        else
        {
                return -1;
        }
        } while (a == 1);
        return 0;
}
```