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(6) #include <stdio.h>
#include <math.h>
#include <stdlib.h>
int main ()
{
    int z, r, h;
    float pi = 3.14;
    while (z)
    {
        printf("area and volume of \n1: cylinder \n2: cone \n3: sphere \n4: To exit");
        printf("enter the choice \n");
        scanf("%d", &z);
        printf("enter the radius \n");
        scanf("%d", &r);
        printf("enter the height \n");
        scanf("%d", &h);
        switch (z)
        {
            int A, V;
            case 1:
                A = 2 * pi * r * h + 2 * pi * r * r;
                V = pi * r * r * h;
                printf("AREA: %d \n", A);
                printf("VOLUME: %d \n", V);
                break;
            case 2:
                A = pi * (r) * (r + sqrt(h * h + r * r));

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$V = \pi * r * r * h / 3;$

printf ("AREA: %d \n", A);

printf ("VOLUME: %d \n", V);

break;

case 3:

$A = 4 * \pi * r * r;$

$V = (4/3) * \pi * r * r * h;$

printf ("AREA: %d \n", A);

printf ("VOLUME: %d \n", V);

break;

case 4:

exit(0);

break;

}

}

}