//area of square, circle, rectangle

#include<stdio.h>

#include<math.h>

void main()

{

int choice;

printf("Enter\n1 to find area of Square\n2 to find area of Circle\n3 for finding area of Rectangle\n");

scanf("%d", &choice);

switch(choice)

{

case 1:

{

float side, area;

printf("Enter Sides of Square\n");

scanf("%f", &side);

area=(float)side\*side;

printf("Area of Square is %f\n", area);

break;

}

case 2:

{

float radius, area;

printf("Enter Radius of Circle\n");

scanf("%f", &radius);

area=(float)3.14159\*radius\*radius;

printf("Area of Circle %f\n", area);

break;

}

case 3:

{

float len,breadth,area;

printf("Enter Length and Breadth of Rectangle\n");

scanf("%f %f",&len,&breadth);

area=(float)len\*breadth;

printf("Area of Rectangle is %f\n",area);

break;

}

default:

{

printf("Invalid Choice\n");

break;

}

}

}