// Gavin Garner CS 317

// Area of a Cone

// This program calculates the area of a cone

#include <iostream>

#include <cmath>

#include <string>

using namespace std;

int main()

{

cout << "This program calculates the area of a cone." << endl;

cout << "Remember to use the same units of measurement for all parts of the calculation. " << endl;

float height, radius;

string unit;

cout << "What unit of measurement are you using? ";

getline(cin,unit);

cout << "\nEnter the height of the cone: ";

cin >> height;

cout << "\nEnter the radius of the cone: ";

cin >> radius;

float area = M\_PI \* radius \* (radius + sqrt((pow(height,2.0)+pow(radius,2.0))));

cout << "Area of the cone is: " << area << " square " << unit << endl;

return 0;

}

