6) #include <stdio.h>

void cyclinder ()

{ float r, h, a, v;

printf ("Enter radius and height");

scanf ("%f %f", &r, &h);

a = (2 * 3.14 * r * h) + (2 * 3.14 * r * r);

v = h * 3.14 * r * r;

printf ("area = %f", a);

printf ("volume = %f", v);

}

void cone ()

{

float r, h, a, v;

printf ("Enter radius and height");

scanf ("%f %f", &r, &h);

a = 3.14 * r * (r + sqrt((r*r)+(r*r)));

v = (π * r * r * h) / 3;

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    printf ("area = %f", a);
    printf ("\nVolume = %f", v);
}

void sphere ()
{
    float r, a, v;
    printf ("Enter radius:");
    scanf ("%f", &r);
    a = 4 * 3.14 * r * r;
    v = (4 * 3.14 * r * r * r) / 3;
    printf ("area = %f", a);
    printf ("\nVolume = %f", v);
}

int main()
{
    int n, a;
    a = 1;
    while (a == 1)
    printf ("Enter options :"
            1 for cylinder
            2 for cone
            3. sphere ");
    scanf ("%d", &n);

    switch (n)
    {
        case 1: cylinder();
                break;
        case 2: cone();
                break;
        case 3: sphere();
                break;
        default: printf ("Invalid");
    }
```

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```
printf("\n Enter 1 to continue \n 0 to
        exit");
scanf("%d", &a);
}
return 0;
}
```