

You are asked to build an application that can calculate

- I. The area of
 - a. A circle given its radius
 - b. Surface area of a cube given its edge length
 - c. Surface area of a sphere given its radius
 - d. A rectangle given its width and length
 - e. A triangle given lengths of 2 sides and the angle between these two sides
 - II. The volume of
 - a. A sphere given its radius
 - b. A cube given its edge length
 - c. A cylinder given its radius and height
 - d. A rectangular prism given its width, length, and height
- A. Your program should consist of three(3) .cpp files and two(2) header files (to use trigonometry function, you will need to include `<math.h>` from the standard library):
- main.cpp
 - my_area.cpp and my_area.h
 - my_volume.cpp and my_volume.h
 - o when you calculate the cylinder volume, you are required to make a function call for area of a circle you build in my_area file
- B. You will use function **overload** to implement the 5 area functions and the 4 volume functions
- C. In main function, you will calculate and print out area or volume of the following shapes (please make sure your output is clear and descriptive):
- a. Area of a circle with radius 2.5
 - b. Area of a unit sphere
 - c. Area of a 1.5 x 2.5 rectangle
 - d. Area of an equal lateral triangle with side length 1
 - e. Volume of a unit sphere
 - f. Volume of a cube with edge length 2.5
 - g. Volume of cylinder of radius 1 and height 4
 - h. Volume of a 2.5x4.2x6 rectangular prism
- D. Compile and run your executable. Take a screen shot of your result.

Submit all 5 code files along with the result screen shot online.