Def calculate\_square\_area\_peremeter(side) :

side \* side

perimeter = 4 \* side

return area, perimeter

def calculate\_rectangle\_area\_perimeter(length, width):

area = length \* width

perimeter = 2 \* (length + width)

return area, perimeter

def calculate\_circle\_area\_perimeter(radius):

import math

area = math.pi \* radius \* radius

perimeter = 2 \* math.pi \* radius

return area, perimeter

def calculate\_triangle\_area\_perimeter(base, height, side1, side2):

area = 0.5 \* base \* height

perimeter = base + side1 + side2

return area, perimeter

def main():

print("Choose an option:")

print("1: Calculate area and perimeter of square and rectangle")

print("2: Calculate area and perimeter of circle")

print("3: Calculate area and perimeter of triangle")

choice = int(input("Enter your choice: "))

if choice == 1:

print("1: Calculate for square")

print("2: Calculate for rectangle")

sub\_choice = int(input("Enter your choice: "))

if sub\_choice == 1:

side = float(input("Enter the side length of the square: "))

area, perimeter = calculate\_square\_area\_perimeter(side)

elif sub\_choice == 2:

length = float(input("Enter the length of the rectangle: "))

width = float(input("Enter the width of the rectangle: "))

area, perimeter = calculate\_rectangle\_area\_perimeter(length, width)

else:

print("Invalid choice")

return

elif choice == 2:

radius = float(input("Enter the radius of the circle: "))

area, perimeter = calculate\_circle\_area\_perimeter(radius)

elif choice == 3:

base = float(input("Enter the base length of the triangle: "))

height = float(input("Enter the height of the triangle: "))

side1 = float(input("Enter the length of the first side of the triangle: "))

side2 = float(input("Enter the length of the second side of the triangle: "))

area, perimeter = calculate\_triangle\_area\_perimeter(base, height, side1, side2)

else:

print("Invalid choice")

return

print(f"Area: {area}")

print(f"Perimeter: {perimeter}")

if \_\_name\_\_ == "\_\_main\_\_":

main()