

TASK:FUNCTION OVERLOADING

1.WRITE A C++ PROGRAM TO FIND AREA OF CIRCLE,TRIANGLE AND RECTANGLE.

a.USER WILL FIRST CHOOSE SHAPE

b.USER WILL ENTER REQUIRED INPUTS SUCH AS RADIUS IF OPTED FOR CIRCLE AND SIMILARLY FOR RECTANGLE AND TRIANGLE.

c.NAME OF FUNCTIONS MUST BE "AREA"

d.EXAMPLE OUTPUT : AREA OF TRIANGLE IS 144 sq.units.

```
#include<iostream>

using namespace std;

int area(int,int);

float area(float);

float area(float,float);

int main()
{
    int l,b;

    float r,bs,ht;

    cout<<"Enter length and breadth of rectangle:";

    cin>>l>>b;

    cout<<"Enter radius of circle:";

    cin>>r;

    cout<<"Enter base and height of triangle:";

    cin>>bs>>ht;

    cout<<"Area of square is"<<area(s);

    cout<<"\nArea of rectangle is "<<area(l,b);
```

```
    cout<<"\nArea of circle is "<<area(r);

    cout<<"\nArea of triangle is "<<area(bs,ht);

}

int area(int l,int b)

{

    return(l*b);

}

float area(float r)

{

    return(3.14*r*r);

}

float area(float bs,float ht)

{

    return((bs*ht)/2);

}
```