print("""This is an Area Calculator.

Please Select the shape you would like to find the area of.""")

loop = 1

while loop == 1:

print("""\n1. Square

2. Circle

3. Triangle""")

shape = input()

if shape == "1":

print("""\nYou chose a Square.

Please enter the Width:""")

width = input()

print("\nPlease enter the Height")

height = input()

area = int(width) \* int(height)

print("\nThe area of your square is: {area}".format(area = area))

elif shape == "2":

print("""\nYou chose a Circle.

Please enter the Radius:""")

radius = input()

area = int(radius) \*\* 2 \* 3.14

print("\nThe area of your circle is: {area}".format(area = area))

elif shape == "3":

print("""\nYou chose a Triangle.

Please enter the Base:""")

base = input()

print("\nPlease enter the Height")

height = input()

area = int(base) \* int(height) \* .5

print("\nThe area of your triangle is: {area}".format(area = area))

else:

print("\nYou did not enter a valid number.")

loop2 = 1

while loop2 == 1: #loops the last section if loop is not a one or a two

if shape != "4": #Makes it so that if a shape's area was not calculated(by not entering a valid number) it would not ask to calculate another shape

print("""\nWould you like to calculate the area of another shape?

1. Yes 2. No""")

loop = int(input())

if loop < 1 or loop > 2:

print("\nYou did not enter a valid number.")

else:

loop2 = 0