#include<stdio.h>

void triangleArea()

{

float a,b,c,s,area;

printf("Enter the first side of triangle:");

scanf("%f",&a);

printf("Enter the second side of triangle:");

scanf("%f",&b);

printf("Enter the third side of triangle:");

scanf("%f",&c);

s=(a+b+c)/2.0;

area=(s\*(s-a)\*(s-b)\*(s-c));

printf("Area of the triangle is %.2f square units.",area);

}

void rectangleArea()

{

float a,b;

printf("Enetr the length of the rectangle:");

scanf("%f",&a);

printf("Enetr the breadth of the rectangle:");

scanf("%f",&b);

printf("The area of rectangle is:%.2f",a\*b);

}

void circleArea()

{

float r,a;

printf("Enter the radius of the circle");

scanf("%f",&r);

a=3.14159\*r\*r;

printf("The area of the circle is: %.2f",a);

}

int main()

{

int c;

printf("1. Area of the Triangle.\n");

printf("1. Area of the ractangle.\n");

printf("1. Area of the Circle.\n");

printf("1. Exit\n\n");

printf("Enter your choice:");

scanf("%d",&c);

switch(c)

{

case 1:triangleArea();

break;

case 2:rectangleArea();

break;

case 3:circleArea();

break;

case 4:printf("Programme terminated");

break;

default:printf("invalid choice");

}

return 0;}