using System;

namespace Area\_of\_Figures

{

class Program

{

static void Main(string[] args)

{

string figures = Console.ReadLine();

double result = 0;

double a = 0;

double b = 0;

if (figures == "square")

{

a = double.Parse(Console.ReadLine());

result = a \* a;

}

else if(figures == "rectangle")

{

a = double.Parse(Console.ReadLine());

b = double.Parse(Console.ReadLine());

result = a \* b;

}

else if(figures == "circle")

{

a = double.Parse(Console.ReadLine());

result = Math.PI \* a \* a;

}

else if(figures == "triangle")

{

a = double.Parse(Console.ReadLine());

b = double.Parse(Console.ReadLine());

result = (a \* b) / 2;

}

Console.WriteLine("{0:F3}", result);

}

}

}