```c
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
int main(){
    int s=4;
    float a,v,rh;
    while (s)
    {
    printf ("Enter the choice of shape:\n");
    printf ("0.1 Cylinder \n02.Cone\n03.Sphere\n.0.Exit\n");
    scanf ("%d",&s);
    switch(s)
    {
        case 01 : printf ("Enter the radius:\n");
            scanf("%f",&r);
            printf ("Enter the height:\n");
            scanf("%f",&h);
            a = (2* 3.14*r* r*h)+ (2* 3.14*r* r);
            v = (3.14*r*r*h);
            printf (" Area: %f \n Volume : %f \n",a,v);
            break ;
        case 02: printf (" Enter the radius :\n");
            scanf ("%f",&r);
            printf ("Enter the height :\n");
            scanf (" %f",&h);
            a = (3.14*r)* (r+ sqrt((h*h)+(r*r)));
            v = (3.14*r* r*h)/3.0;
            printf ("Area: %f \n Volume: %f \n",a,v);
            break;
```

```c
case 03: printf("Enter the radius :\n");
         scanf("%f",&r);
         a = 4*3.14*r*r;
         v = (4*3.14*r*r*r)/3.0;
         printf(" Area :%f \n Volume :%f \n",a,v);
         break;
case 0 : printf("Exit \n");
         exit(0);

default : printf(" Invalid choice \n");
}
}
return 0;
}
```