

Display Menu:

- Print a menu with options for different geometric shapes.
- Each option corresponds to a specific shape(eg., Square, Rectangle, Circle, Traingle).
- Include an option to exit the program

User Input:

- Prompt the user to selec a geometric shape by entering the corresponding number,

Perform Action Based on User Choice:

- Use a switch or if-else statements to perform the following actions based on the user's choice:
- For a square, prompt the user for the side length and calculate the area.
- For a rectangle, prompt the user for the length and width and calculate the area.
- For a circle, prompt the user for the radius and calculate the area.
- For a triangle, prompt the user for the base and height and calculate the area.
- Exit the program if the user chooses to do so.

Display Result:

Print the calculated area to the user.

Repeat or Exit:

- Ask the user if they want to perform another calculation or exit the Program
- If the user chooses to repeat, go back to step 2.

End of Algorithm:

If the user chooses to exit, display a closing message and end the algorithm