#include<stdio.h>

#include<conio.h>

#include<dos.h>

#define pi 3.14

area\_rec()

{

clrscr();

float l,b,ar;

printf("\tTo Calculate the area of Rectangle");

delay(500);

printf("\n\tEnter a Length of Rectangle in cm : ");

scanf("%f",&l);

printf("\n\tEnter a Breadth of Rectangle in cm : ");

scanf("%f",&b);

ar=l\*b;

printf("\tArea of Rectangle = %f cm.sq",ar);

getch();

};

area\_cir()

{

clrscr();

float r,ac;

printf("\tTo Calculate the area of Circle");

delay(500);

printf("\n\tEnter a Radius of circle in cm : ");

scanf("%f",&r);

ac=pi\*r\*r;

printf("\tArea of Circle = %f cm.sq ",ac);

getch();

};

area\_sqr()

{

clrscr();

float a,as;

printf("\tTo Calculate the area of Square");

delay(500);

printf("\n\tEnter a side of a square in cm : ");

scanf("%f",&a);

as=a\*a;

printf("\tArea of Square = %f cm.sq",as);

getch();

};

void main()

{

area\_sqr();

area\_rec();

area\_cir();

}