

```

#include<iostream>

#include<iomanip>

#include<math.h>

Using namespace std;

Float area(float a)
{
    Return a*a;
}

Float area(float l,float b)
{
    Return l*b;
}

Float area(float a,float b,float c)
{
    Float s=(a+b+c)/2;
    Return sqrt(s*(s-a)*(s-b)*(s-c));
}

Int main()
{
    Float a,b,c;
    Int ch;
    Cout<<"1.) Area of Square\n2.) Area of Rectangle\n3.) Area of Triangle\nEnter your choice : ";
    Cin>>ch;
    Switch(ch)
    {
    Case 1:
        Cout<<"Enter side of square : ";
        Cin>>a;
        Cout<<"Area of square : "<<area(a);

```

```
Break;
```

Case 2:

```
Cout<<"Enter length and breadth of rectangle : ";
```

```
Cin>>a>>b;
```

```
Cout<<"Area of rectangle : "<<area(a,b);
```

```
Break;
```

Case 3:

```
Cout<<"Enter three sides of triangle : ";
```

```
Cin>>a>>b>>c;
```

```
Cout<<"Area of triangle : "<<area(a,b,c);
```

```
Break;
```

Default:

```
Cout<<"Sorry wrong choice";
```

```
}
```

```
Return 0;
```

```
}
```