// Program to calculate area of circle, square and rectangle based on user choice

// Start of the Program

#include<stdio.h>

int main() {

// Declare the variables

int choice;

float area;

float radius, side, length, breadth;

// Present the menu

printf(" \*\* Menu for Area of figures \*\*");

printf("\n 1. Circle");

printf("\n 2. Square");

printf("\n 3. Rectangle");

// Ask user for choice of figure

printf("\nWhich area do you want to calculate?\nEnter your choice:");

scanf("%d", &choice);

if(choice==1) {

printf("\nEnter the radius of the circle:");

scanf("%f", &radius);

area= 3.14\*radius\*radius;

printf("Area of circle is: %f", area);

}

else if (choice==2) {

printf("\nEnter the radius of the square:");

scanf("%f", &side);

area= (side\*side);

printf("Area of square is: %f", area);

}

else if (choice==3) {

printf("\nEnter the length of rectangle:");

scanf("%f", &length);

printf("\nEnter the breadth of rectangle:");

scanf("%f", &breadth);

area= (length\*breadth);

printf("Area of rectangle is: %f", area);

}

else {

printf("\nEnter the correct choice");

}

return 0;

}