

```
#include <iostream>
using namespace std;
```

```
void celsiusToFahrenheit(double celsius) {
    double fahrenheit = (celsius * 9/5) + 32;
    cout << celsius << " °C = " << fahrenheit << " °F" << endl;
}
```

```
void celsiusToKelvin(double celsius) {
    double kelvin = celsius + 273.15;
    cout << celsius << " °C = " << kelvin << " K" << endl;
}
```

```
void fahrenheitToCelsius(double fahrenheit) {
    double celsius = (fahrenheit - 32) * 5/9;
    cout << fahrenheit << " °F = " << celsius << " °C" << endl;
}
```

```
void fahrenheitToKelvin(double fahrenheit) {
    double kelvin = (fahrenheit - 32) * 5/9 + 273.15;
    cout << fahrenheit << " °F = " << kelvin << " K" << endl;
}
```

```
void kelvinToCelsius(double kelvin) {
    double celsius = kelvin - 273.15;
    cout << kelvin << " K = " << celsius << " °C" << endl;
}
```

```
void kelvinToFahrenheit(double kelvin) {  
    double fahrenheit = (kelvin - 273.15) * 9/5 + 32;  
    cout << kelvin << " K = " << fahrenheit << " °F" << endl;  
}
```

```
int main() {  
    int choice;  
    double temperature;  
  
    cout << "Temperature Conversion Program" << endl;  
    cout << "1. Celsius to Fahrenheit" << endl;  
    cout << "2. Celsius to Kelvin" << endl;  
    cout << "3. Fahrenheit to Celsius" << endl;  
    cout << "4. Fahrenheit to Kelvin" << endl;  
    cout << "5. Kelvin to Celsius" << endl;  
    cout << "6. Kelvin to Fahrenheit" << endl;  
    cout << "Enter your choice (1-6): ";  
    cin >> choice;
```

```
    cout << "Enter the temperature: ";  
    cin >> temperature;
```

```
    switch(choice) {  
        case 1:  
            celsiusToFahrenheit(temperature);  
            break;  
        case 2:  
            celsiusToKelvin(temperature);  
            break;
```

```
case 3:
    fahrenheitToCelsius(temperature);
    break;
case 4:
    fahrenheitToKelvin(temperature);
    break;
case 5:
    kelvinToCelsius(temperature);
    break;
case 6:
    kelvinToFahrenheit(temperature);
    break;
default:
    cout << "Invalid choice!" << endl;
}

return 0;
}
```