# Find the volume



Write a function named *volume* which calculates the volume of cube or cuboid.

Using that function calculate the volume of given cube or cuboid.

NOTE: DO NOT add/remove anything from main function

#### Input Format

First line contains word *cube* or *cuboid*.

If first line contains word *cube*, then second line has one floating point number which represents the length of each edge of cuboid.

If first line contains word *cuboid*, then second line has three floating point numbers (separated by space) which represent dimensions of the cuboid.

#### **Constraints**

1 <= dimension if each edge <= 1000

## **Output Format**

Contains only one floating point number which represents the volume of the given shape. It should be exact volume, no rounding off. No zeroes (after decimal point) at the end of a number.

If number contains only integer value then do not show any decimal portion at all

### Sample Input 0

```
cube
1.1
```

#### Sample Output 0

```
1.331
```

#### Sample Input 1

```
cuboid
1.1 1.2 1.3
```

#### Sample Output 1

```
1.716
```

#### Sample Input 2



# Sample Output 2

1