#to colculate volume of cube,clender and rectangular made by Pushkar dixit

#include<conio.h>

#include<iostream.h>

int volume (int s);

float volume (float r, float h);

int volume (int l, int b, int h);

void main( )

{

int ch;

do

{

clrscr( );

cout<<"\n1:Volume of cube";

cout<<"\n2:Volume of cylinder";

cout<<"\n3:Volume of rectangular box";

cout<<"\n4:Quit";

cout<<"\n\n Enter Your Choice";

cin>>ch;

switch (ch)

{

case 1:

cout<<" Volume of cube is";

cout<<volume (5);

break;

case 2:

cout<<"Volume of cylinder is";

cout<<volume (7.0, 2.0);

break;

case 3:

cout<<"Volume of rectangular box is";

cout<<volume (3, 5, 7);

break;

case 4: break;

default:

cout<<"Invalid choice";

cout<<"Reenter your choice";

}

}

while (ch!=4);

}

int volume (int s)

{

return (s\*s\*s);

}

float volume (float r, float h)

{

return (3.14\*r\*r\*h);

}

int volume (int l, int b, int h)

{

return (l\*b\*h);

}

