//Practical No:5

//Wap in c++ program to display following menu choices and perform operation accordingly…

//1.Area of circle

//2.Area of square

//3.Area of rectangle

//4.Area of triangle

//5.Exit

#include<iostream.h>

#include<stdlib.h>

#define pi 3.14

class fn

{

public:

void area(int); //circle

void area(int, int); //rectangle

void area(float, int, int); //triangle

};

void fn::area(int a)

{

cout << "Area of Circle:" << pi \* a\*a;

}

void fn::area(int a, int b)

{

cout << "Area of rectangle:" << a\*b;

}

void fn::area(float t, int a, int b)

{

cout << "Area of triangle:" << t \* a\*b;

}

void main() {

int ch;

int a, b, r;

fn obj;

cout << "\n\t\tFunction Overloading";

cout << "\n1.Area of Circle\n2.Area of Rectangle\n3.Area of Triangle\n4.Exit\n:?";

cout << "Enter your Choice :" ;

cin>>ch;

switch (ch)

{

case 1:

cout << "Enter Radious of the Circle:";

cin>>r;

obj.area(r);

break;

case 2:

cout << "Enter Sides of the Rectangle:";

cin >> a>>b;

obj.area(a, b);

break;

case 3:

cout << "Enter Sides of the Triangle:";

cin >> a>>b;

obj.area(0.5, a, b);

break;

case 4:

exit(0);

}

Output:

Function Overloading

1.Area of Circle

2.Area of Rectangle

3.Area of Triangle

4.Exit

:?Enter your Choice :2

Enter Sides of the Rectangle:55

60

Area of rectangle:3300