**ALGORITHM**

Step 1: Start

Step 2: Declare and define class “allarea” with private variables “ar1,ar2,ar3” and public variables “area” three times with same name (Function Overloading) which returns areas of respective shapes and display function.

Step 3: Declare variables b,h,r,lr and br.

Step 4: Read dimensions of all the shapes (Triangle, Circle and Reactangle).

Step 5: Calculate the areas of all the shapes by call area function.

Step 6: Print the areas of all the shapes.

Step 7: Stop.

**SAMPLE INPUT & OUTPUT**

