

Experiment 6

ALGORITHM

Step 1: Start

Step 2: create the class of allarea type with private variable ar1, ar2, ar3.

Step 3: Declare and define functions “area” for calculating area of circle, rectangular and triangle.

Step 4: declare and define display function.

Step 5: declare the variables and call the allarea of type of class.

Step 6: take the input from user.

Step 7: stop

Code:-

```
//exp6
#include<iostream>
using namespace std;
const float pi=3.14;
class allarea{                                //declare the class of type allarea
    private:float ar1,ar2,ar3;                //declare variables to find the area
    public:
        float area(float n,float b,float h)    //function to calculate area
        {
            ar1=n*b*h;
```

```

    }

    float area(float r)
    {
        ar2=pi*r*r;
    }

    float area(float lr,float br)
    {
        ar3=lr*br;
    }

    void display()                //display the output
    {
        cout<<"\nArea of traingle:"<<ar1<<endl;
        cout<<"\nArea of circle:"<<ar2<<endl;
        cout<<"\nArea of rectangle:"<<ar3<<endl;
    }
};

int main()
{
    float b,h,r,lr,br;

    allarea a;                //define the class and compute area..

    cout<<"\nenter the base & height of traingle:\n";
    cin>>b>>h;

    a.area(0.5,b,h);

    cout<<"\nenter radius of circle:\n";

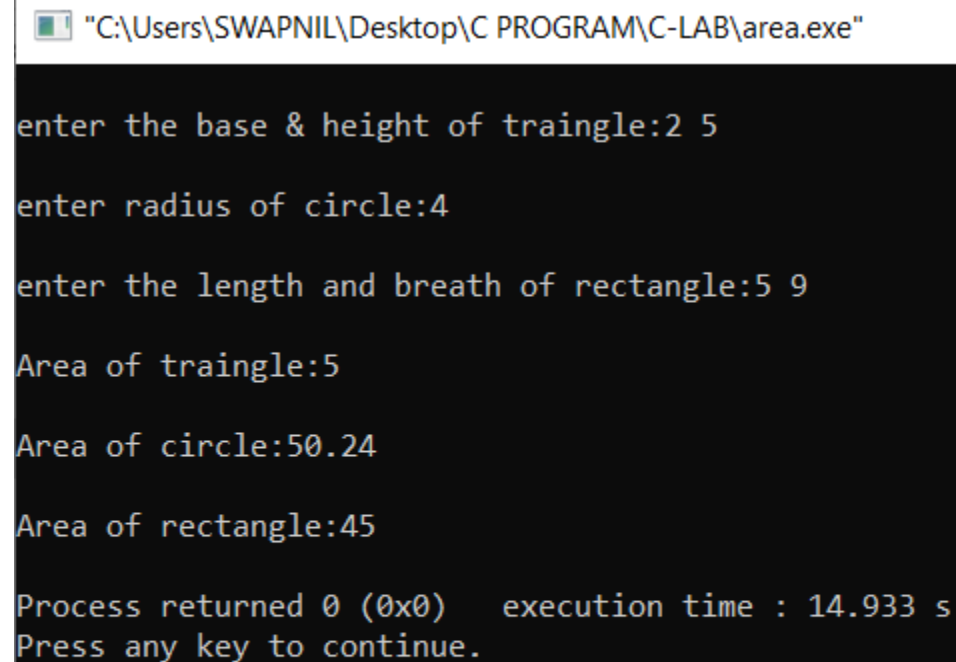
```

```
cin>>r;
a.area(r);

cout<<"\nenter the length and breath of rectangle:\n";
cin>>lr>>br;
a.area(lr,br);

a.display();
return 0;
}
```

Output:-



```
"C:\Users\SWAPNIL\Desktop\C PROGRAM\C-LAB\area.exe"

enter the base & height of traingle:2 5
enter radius of circle:4
enter the length and breath of rectangle:5 9
Area of traingle:5
Area of circle:50.24
Area of rectangle:45

Process returned 0 (0x0)   execution time : 14.933 s
Press any key to continue.
```