//write the c++ program on function overloading calculate area of rectangle,triangle,square.

#include<iostream>

using namespace std;

int calculate\_area(int);

int calculate\_area(int,int);

float calculate\_area(float,float);

int main()

{

int side,length,breadth;

float base\_side,height;

cout<<"Enter required data:"<<endl;

cin>>side;

cout<<"Enter length of rectangle:"<<endl;

cin>>length;

cout<<"Enter breadth of rectangle:"<<endl;

cin>>breadth;

cout<<"Enter base side of triangle:"<<endl;

cin>>base\_side;

cout<<"Enter height of triangle:"<<endl;

cin>>height;

cout<<"Area of square is"<<endl<<calculate\_area(side)<<endl;

cout<<"\nArea of rectangle is "<<endl<<calculate\_area(length,breadth)<<endl;

cout<<"\nArea of triangle is "<<endl<<calculate\_area(base\_side,height)<<endl;

}

int calculate\_area(int side)

{

return(side\*side);

}

int calculate\_area(int length,int breadth)

{

return(length\*breadth);

}

float calculate\_area(float base\_side,float height)

{

return((base\_side\*height)/2);

}

Output:

