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6) #include <stdio.h>
#include <math.h>
int main()
{
    float r, h, area, volume;
    int opt;
    char ch;
    const float pi = 3.14;
do
{
    printf("For which shape you want to  
calculate Area & Volume : \n");
    printf("\n OPTIONS: \n1- cylinder \n2- cone  
                \n3- sphere \n");
    scanf("%d", &opt);
    switch(opt)

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    {
        case 1: printf("\n enter radius of cylinder :");
                scanf("%f", &r);
                printf("\n enter height of cylinder :");
                scanf("%f", &h);
                area = (2 * pi * r * h) + (2 * pi * r * r);
                volume = pi * r * r * h;
                printf("\n Area : %f", area);
                printf("\n Volume : %f", volume);
                break;

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~~case 2:~~

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case 2: printf("\n Enter Cone radius :");
        scanf("%f", &r);
        printf("\n Enter Cone height :");
        scanf("%f", &h);
        area = pi * r * (r + sqrt((h * h + r * r)));

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        volume =  $\pi * r * r * (h/3)$ ;
        printf ("In Area : %.f", area);
        printf ("In Volume : %.f", volume);
        break;

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case 3: printf ("Enter sphere radius : ");
        scanf ("%f", &r);
        area =  $4 * \pi * r * r$ ;
        volume =  $(4/3) * \pi * r * r * r$ ;
        printf ("In Area : %.f", area);
        printf ("In Volume : %.f", volume);
        break;

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default : printf ("Enter valid option !!");
          break;

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}

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printf ("Do you want to repeat Y/N : ");
scanf ("%s", &ch);

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}

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while (ch == 'y' || ch == 'Y');

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return 0;

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}

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