```c
#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 do you want to calculate Area and Volume: \n");
        printf("\n OPTIONS:\n1-Cylinder\n2-Cone\n3-Sphere\n");
        scanf("%d",&opt);
        switch(opt){
            case 1:
                printf("\nEnter the radius of cylinder: ");
                scanf("%f",&r);
                printf("\nEnter the 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;
            case 2:
                printf("\nEnter the radius of Cone: ");
                scanf("%f",&r);
                printf("\nEnter the height of Cone: ");
                scanf("%f",&h);
                area = pi*r*(r+sqrt((h*h + r*r)));
                volume = pi*r*r*(h/3);
                printf("\n Area : %f",area);
                printf("\n Volume : %f",volume);
                break;
            case 3:
                printf("\nEnter the radius of Sphere: ");
                scanf("%f",&r);
                area = 4*pi*r*r;
```

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        case 2:
            printf("\nEnter the radius of Cone: ");
            scanf("%f",&r);
            printf("\nEnter the height of Cone: ");
            scanf("%f",&h);
            area = pi*r*(r+sqrt((h*h + r*r)));
            volume = pi*r*r*(h/3);
            printf("\n Area : %f",area);
            printf("\n Volume : %f",volume);
            break;
        case 3:
            printf("\nEnter the radius of Sphere: ");
            scanf("%f",&r);
            area = 4*pi*r*r;
            volume = (4/3)*pi*r*r*r;
            printf("\n Area : %f",area);
            printf("\n Volume : %f",volume);
            break;
        default:
            printf("Enter valid option!!");
            break;
        }
        printf("\nDo you want to repeat Y/N:\n ");
        scanf("%s", &ch);
    }
    while (ch == 'y' || ch == 'Y');
    return 0;
}
```

```
For which shape do you want to calculate Area and Volume:

 OPTIONS:
1-Cylinder
2-Cone
3-Sphere
2

Enter the radius of Cone: 30

Enter the height of Cone: 45

 Area : 7920.644531
 Volume : 42390.003906
Do you want to repeat the operation Y/N:
 y
For which shape do you want to calculate Area and Volume:

 OPTIONS:
1-Cylinder
2-Cone
3-Sphere
3

Enter the radius of Sphere: 4

 Area : 200.960007
 Volume : 200.960007
Do you want to repeat the operation Y/N:
 y
For which shape do you want to calculate Area and Volume:

 OPTIONS:
1-Cylinder
2-Cone
3-Sphere
```