Write a program to find square, rectangles and circle using function overloading

```cpp
#include <iostream>
using namespace std;
int area(int);
int area(int, int);
float area(float);
int main()
{
    int s, len, br;
    float r;
    cout << "enter the value of s" << endl;
    cin >> s;
    cout << "enter the value of len and br" << endl;
    cin >> len >> br;
    cout << "enter the value of r" << endl;
    cout << "area of square is:" << area(s) << endl;
    cout << "area of rectangle is:" << area(len, br) << endl;
    cout << "area of circle is:" << area(r) << endl;
    return (0);
}
int area(int x)
{
    return (x * x);
}
int area(int l1, int b1)
{
    return (l1 * b1);
}
float area(float r1)
{
    return (3.14 * r1 * r1);
}
```

<u>Output</u>

enter the value of s
2
enter the value of len and br
4 6
enter the value of r
8
area of square is:4
area of rectangle is:24
area of circle is:200.96