DATE- PAGE-

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

#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);

}

**Output**

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