#include <iostream>

using namespace std ;

float volumeOfCylinder(){

float radius ;

float height ;

cout <<"\n\nEnter radius of the cylinder : ";

cin >> radius ;

cout << "Enter height of the cylinder : ";

cin >> height ;

float volume = 3.14 \* (radius\*radius)\*height ;

cout << "\n\nThe volume of the cylinder is : " << volume ;

}

float volumeOfSphere(){

float radius ;

cout <<"\n\nEnter radius of the Sphere : ";

cin >> radius ;

float volume = (4/3)\*3.14\*(radius\*radius\*radius);

cout << "\n\nThe volume of the Sphere is : " << volume ;

}

float volumeOfCube(){

float side ;

cout << "\n\nEnter the lenght of a side of of the cube : ";

cin >> side;

float volume = side\*side\*side;

cout << "\n\nThe volume of the cube is : " << volume;

}

int main (){

int option;

cout << "Please Select any option : \n\n1. Volume of Cylinder\n2. Volume of Sphere \n3. Volume of cube \n>>> ";

cin >> option;

if (option == 1){

volumeOfCylinder();

}

else if (option == 2){

volumeOfSphere();

}

else if (option == 3){

volumeOfCube();

}

else {

cout << "\n\nError please try again";

}

return 0 ;

}