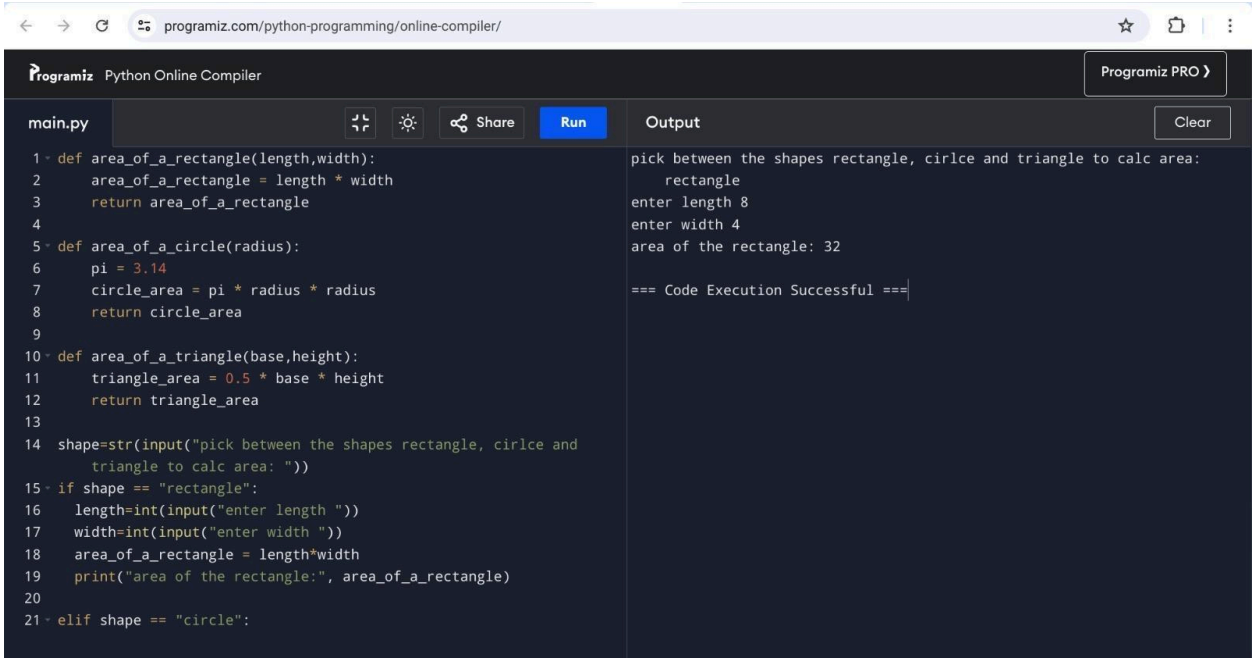
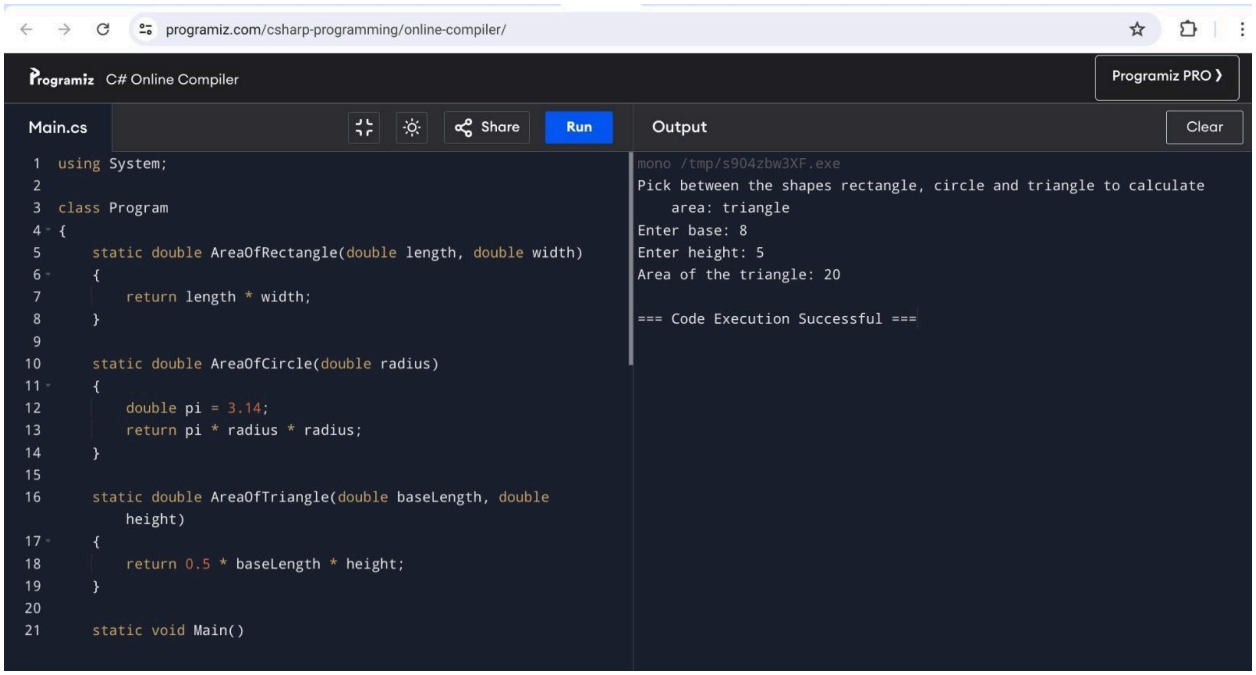



```
def area_of_a_rectangle(length,width):
    area_of_a_rectangle = length * width
    return area_of_a_rectangle

def area_of_a_circle(radius):
    pi = 3.14
    circle_area = pi * radius * radius
    return circle_area

def area_of_a_triangle(base,height):
    triangle_area = 0.5 * base * height
    return triangle_area

shape=str(input("pick between the shapes rectangle, cirlce and triangle to calc area: "))
if shape == "rectangle":
  length=int(input("enter length "))
  width=int(input("enter width "))
  area_of_a_rectangle = length*width
  print("area of the rectangle:", area_of_a_rectangle)

elif shape == "circle":
  pie = 3.1415
  radius=int(input("enter radius: "))
  area_of_a_circle = pie*radius**2
  print("area of the circle:", area_of_a_circle)
```

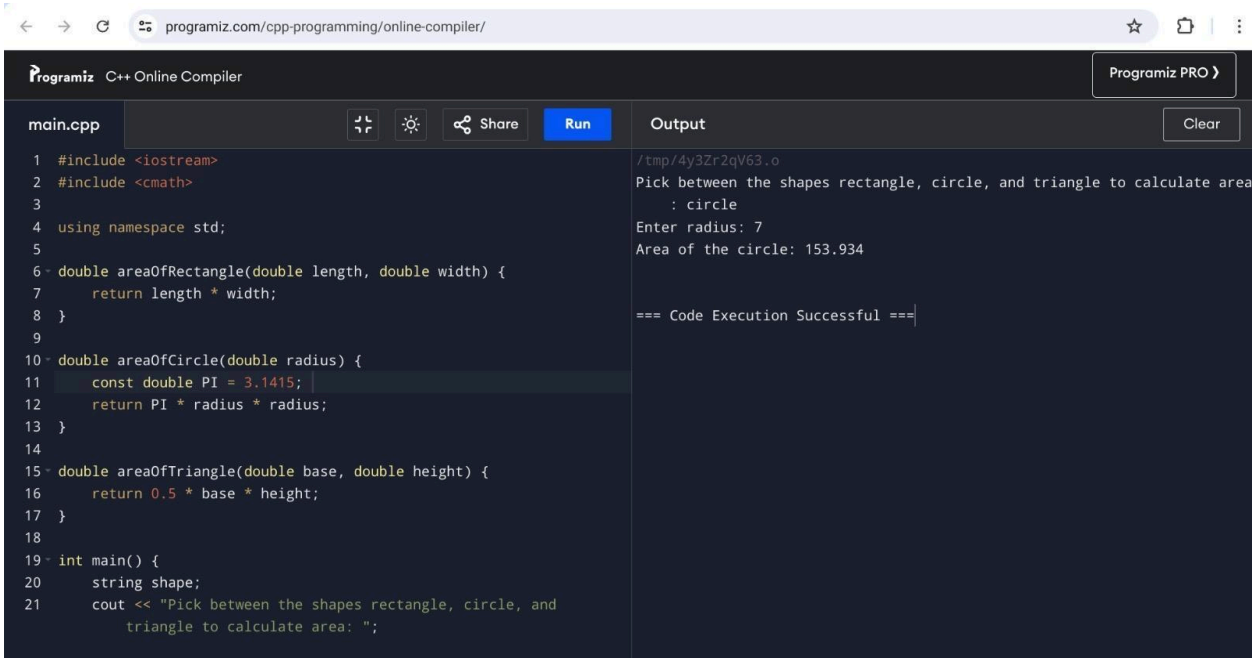
```
elif shape == "triangle":
  k = 0.5
  base=int(input("enter base: "))
  height=int(input("enter height: "))
  area_of_a_triangle = (k*base*height)
  print("area of the triangle:", area_of_a_triangle)

else:
  print("Your choice is invalid, kindly enter correct choice: ")
```




```
using System;

class Program
{
   static double AreaOfRectangle(double length, double width)
   {
      return length * width;
   }

   static double AreaOfCircle(double radius)
   {
      double pi = 3.14;
      return pi * radius * radius;
   }
```

```
static double AreaOfTriangle(double baseLength, double height)
{
    return 0.5 * baseLength * height;
}

static void Main()
{
    Console.Write("Pick between the shapes rectangle, circle and triangle to calculate area: ");
    string shape = Console.ReadLine().ToLower();

    if (shape == "rectangle")
    {
        Console.Write("Enter length: ");
        double length = Convert.ToDouble(Console.ReadLine());

        Console.Write("Enter width: ");
        double width = Convert.ToDouble(Console.ReadLine());

        double area = AreaOfRectangle(length, width);
        Console.WriteLine("Area of the rectangle: " + area);
    }
    else if (shape == "circle")
    {
        Console.Write("Enter radius: ");
        double radius = Convert.ToDouble(Console.ReadLine());

        double area = AreaOfCircle(radius);
        Console.WriteLine("Area of the circle: " + area);
    }
    else if (shape == "triangle")
    {
        Console.Write("Enter base: ");
        double baseLength = Convert.ToDouble(Console.ReadLine());

        Console.Write("Enter height: ");
        double height = Convert.ToDouble(Console.ReadLine());

        double area = AreaOfTriangle(baseLength, height);
        Console.WriteLine("Area of the triangle: " + area);
    }
    else
    {
        Console.WriteLine("Your choice is invalid, kindly enter correct choice.");
    }
```

```
    }
}
```




```
#include <iostream>
#include <cmath>

using namespace std;

double areaOfRectangle(double length, double width) {
    return length * width;
}

double areaOfCircle(double radius) {
    const double PI = 3.1415;
    return PI * radius * radius;
}

double areaOfTriangle(double base, double height) {
    return 0.5 * base * height;
}

int main() {
    string shape;
    cout << "Pick between the shapes rectangle, circle, and triangle to calculate area: ";
```

```
    cin >> shape;

    if (shape == "rectangle") {
        double length, width;
        cout << "Enter length: ";
        cin >> length;
        cout << "Enter width: ";
        cin >> width;
        double area = areaOfRectangle(length, width);
        cout << "Area of the rectangle: " << area << endl;
    } else if (shape == "circle") {
        double radius;
        cout << "Enter radius: ";
        cin >> radius;
        double area = areaOfCircle(radius);
        cout << "Area of the circle: " << area << endl;
    } else if (shape == "triangle") {
        double base, height;
        cout << "Enter base: ";
        cin >> base;
        cout << "Enter height: ";
        cin >> height;
        double area = areaOfTriangle(base, height);
        cout << "Area of the triangle: " << area << endl;
    } else {
        cout << "Your choice is invalid, kindly enter a correct choice." << endl;
    }

    return 0;
}
```