**PROGRAMS :** To calculate the area of circle and triangle using method overloading

//to calculate the area of the circle and triangle

#include<iostream>

using namespace std;

double area(int radius){return 3.14\*radius\*radius;}

double area(int base,int height){return 0.5\*base\*height;}

int main(){

int base,rad,height;

cout<<"Enter the radius of the circle"<<endl;

cin>>rad;

cout<<"Enter the base and height of the triangle"<<endl;

cin>>base>>height;

cout<<"The area of the circle is = "<<area(rad)<<endl;

cout<<"The area of the triangle is = "<<area(base,height)<<endl;

return 0;

}

Input/Output:

