using System;

public class CircleArea

{

private double r;

public double Radius{

get { return r; }

set{ r = value; }

}

public double getCircleArea1(){

double N = (r \* r) \* Math.PI;

double getAreaC = (r \* r) \* Math.Round((Double)N, 4);

return getAreaC;

}

}

public class RecArea

{

private double l, w;

public double Length{

get{ return this.l; }

set{ this.l = value; }

}

public double Width{

get{ return this.w; }

set{ this.w = value; }

}

public double getRecArea1(){

double getAreaR = l \* w;

return getAreaR;

}

}

namespace AreaOfCircleOrRec

{

internal class Area

{

static void Main(string[] args)

{

CircleArea areaC = new CircleArea();

Console.WriteLine("Input the radius of circle: ");

areaC.Radius = double.Parse(Console.ReadLine());

double CircleArea1 = areaC.getCircleArea1();

Console.WriteLine("Area of the circle is " + CircleArea1);

Console.ReadKey();

RecArea areaR = new RecArea();

Console.Write("\nInput the length of rectangle: ");

areaR.Length = double.Parse(Console.ReadLine());

Console.Write("Input the width of rectangle: ");

areaR.Width = double.Parse(Console.ReadLine());

double RecArea1 = areaR.getRecArea1();

Console.WriteLine("Area of the rectangle is: " + RecArea1);

Console.ReadKey();

}

}

}