**Program-1**

#include<iostream>

using namespace std;

class shape

{

private:

public:

virtual inline double area(){

return 0;

}

};

class circle:public shape{

private:

int r;

public:

circle(){

cout<<"Enter Radius of the Circle"<<endl;

cin>>r;

}

inline double area(){

return 3.14\*r\*r;

}

};

class square:public shape{

private:

int b;

public:

square(){

cout<<"Enter Breadth of the Square"<<endl;

cin>>b;

}

inline double area(){

return b\*b;

}

};

class triangle: public shape{

private:

int h,b;

public:

triangle(){

cout<<"Enter Height and Breadth of the Triangle"<<endl;

cin>>h>>b;

}

inline double area(){

return 0.5\*h\*b;

}

};

int main()

{

square s;

cout<<"Area of the Square "<<s.area()<<endl;

triangle t;

cout<<"Area of the Triangle "<<t.area()<<endl;

circle c;

cout<<"Area of the Circle "<<c.area()<<endl;

return 0;

}

