**ASSIGNMENT 1**

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CLASS SY-MCA

ROLL NO. 54

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Q:write a program to calculate area triangle rectangle and circle using function overloading

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<SOURCE\_CODE>

#include<iostream>

#define pi 3.14

using namespace std;

float area(float r){

  return(pi\*r\*r);

}

float area(float b,float h){

  return((b\*h)/2);

}

float area(float w,int h){

  return(w\*h);

}

int main()

{

float area(float r);

float area(float w,int h);

float area(float b,float h);

int key;

float r,b,w,h = 0;

do{

  cout<<"Please Choose Appropriate Option";

  cout<<"1.area of circle\n2.area of triangle\n3.area of rectangle\nPRESS 0 TO EXIT";

cin>>key;

  switch(key){

    case 1:cout<<"\nenter radius of circle";

cin>>r;

cout<<"\narea of circle is: " << area(r);

break;

    case 2:cout<<"\nenter breadth and height of triangle";cin>>b>>h;

cout<<"\narea of triangle is "<< area(b,h);

break;

    case 3:cout<<"\nenter width and height of rectangle";

cin>>w>>h;

cout<<"\narea of rectangle is:”<<area(w,h);

break;

default:cout<<"\nenter Appropriate Option";

  }

}

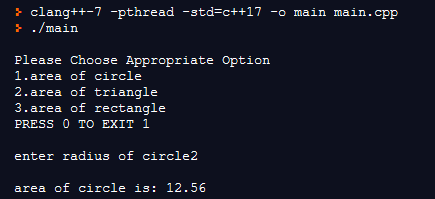
while(key!=0);

return 0;

}

**<<OUTPUT\_SCREENS>>**

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