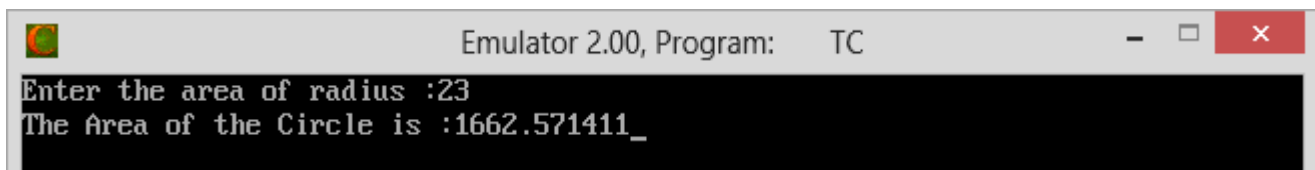


Aim: To write a Program to invoke a user defined function to calculate the area of a circle

Source Code:

```
//
#include<iostream.h>
#include<conio.h>
void main()
{
    clrscr();
    float area;
    double carea(float);
    float radius;
    cout<<"Enter the area of radius :";
    cin>>radius;
    area=carea(radius);
    cout<<"The Area of the Circle is :"<<area;
    getch();
}
double carea(float radius)
{
    double a;
    a=22.0/7.0*radius*radius;
    return(a);
}
```

Output :

A screenshot of a Turbo C++ emulator window. The title bar reads "Emulator 2.00, Program: TC". The window contains a black text area with white text. The first line says "Enter the area of radius :23". The second line says "The Area of the Circle is :1662.571411_". The window has standard Windows-style controls (minimize, maximize, close) in the top right corner.

```
Emulator 2.00, Program: TC
Enter the area of radius :23
The Area of the Circle is :1662.571411_
```