```c
#include <stdio.h>
#include<math.h>
int main()
{
    int n=1;
    while(n==1)
    {
        printf("For the Area and vloume of cone press 1 \n For the Area and vloume of cylinder press 2 \n For the Ar
        float r,h,A,V; int i;
        float pi=3.14;
        scanf("%d",&i);

        switch(i)
        {
            case 1:
            printf("enter the radius and height\n ");
        scanf("%f%f",&r,&h);
            A=pi*r*(r+sqrt((h*h)+(r*r)));
            V=pi*r*r*(h/3);
            printf("area = %f and volume = %f of the cone \n",A,V);
            break;
            case 2: printf("enter the radius and height\n ");
        scanf("%f%f",&r,&h);
```

input

```
For the Area and vloume of cone press 1
 For the Area and vloume of cylinder press 2
 For the Area and vloume of sphere press 3
1
enter the radius and height
 3
```

```
29              break;
30              case 2: printf("enter the radius and height\n ");
31          scanf("%f%f",&r,&h);
32          A=(2*pi*r*h)+2*pi*r*r;
33              V=pi*r*r*h;
34              printf("area = %f and volume = %f of the cylinder\n",A,V);
35              break;
36              case 3:  printf("enter the radius and height\n ");
37          scanf("%f%f",&r,&h);
38          A=4*pi*r*r*r;
39              V=(4/3)*pi*r*r*r;
40              printf("area = %f and volume = %f of the shpere\n ",A,V);
41              break;
42              deafult : printf("invalid input\n");
43
44          }
45          printf("enter 1 to continue or 0 to exit\n");
46          scanf("%d",&n);
47      }
48      return 0;
49  }
50
```

input

```
enter the radius and height
 3
3
area = 68.225677 and volume = 28.260000 of the cone
enter 1 to continue or 0 to exit
```