6. #include <stdio.h> #included <math.h>.

```
int main()
{
~~int float~~ r,
int n=1
while (n==1)
  {
  printf(" Enter 1: for Area and Volume of Cone
                2: for Cylinder
                3: for Sphere ");
  float r, h, A, v$, i; doubl pi=3.14;
  ~~switch~~ scanf (" %d ", &i);
  switch(i)
  {
  case 1: printf(" Enter the radius and
                height of the Cone ");
  scanf(" %f %f ", &r, &h);
  ~~A=(2*pi*r*h)+2*pi*r*r;~~
  A = pi*r(r+ sqrt((h*h)+(r*r)));
  V = pi*r*r*(h/3);
  printf(" Area : %f
                Volume: %f ", A, V); break;
case 2: printf(" Enter the radius and
                height of Cylinder ");
  scanf (" %f %f ", &r, &h);
  A - (2*pi*r*h)+2*pi*r*r;
  V = pi*r*r*h;
  printf (" Area : %f
                Volume : %f ", A, V);
  break;
case 3: printf(" Enter the radius of sphere ");
  scanf (" ~~%f~~ %f ", &r);
  A = 4*pi*r*r;
  V = (4/3)*pi*r*r*r;
```

```
printf(" Area : %.f
                Volume: %.f", A, V);
break;
default: printf(" Invalid number ");
 break
 }
printf(" Enter 1 to continue or 0 to exit ");
  scanf (" %d ", &n);
}.
return 0
}.
```