***Lab 12: Assignment of area class***

Source code:

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplicationUl

{

class area

{

public float pi = 3.142f;

public float radius; // properties of circle

public float ans;

public float \_base; // properties of triangle

public float height;

public int side; // property of square

public float cal\_area\_circle()

{

Console.WriteLine("Find the area of the circle ?");

Console.WriteLine("Enter the radius ");

radius = Convert.ToSingle(Console.ReadLine());

ans = (pi \* radius \* radius); // a = pr\*r;

Console.WriteLine("The area of the circle = " + ans);

return ans;

}

public float cal\_area\_triangle()

{

Console.WriteLine("Find the area of the triangle ?");

Console.WriteLine("Enter the base of the triangle ");

\_base = Convert.ToSingle(Console.ReadLine());

Console.WriteLine("Enter the height of the triangle ");

height = Convert.ToSingle(Console.ReadLine());

ans = (0.5f \* \_base \* height); // a = 1/2 base height;

Console.WriteLine("The area of the triangle = " + ans);

return ans;

}

public float cal\_area\_square()

{

Console.WriteLine("Find the area of the square ?");

Console.WriteLine("Enter the side of the square " );

side = Convert.ToInt32(Console.ReadLine());

ans = (side \* side); // a = a \* a

Console.WriteLine("The area of the square = " + ans);

return ans;

}

}

class Program

{

static void Main(string[] args)

{

Console.WriteLine("\t\t=====Area of the Circle====\t\t\n");

area circle = new area();

circle.cal\_area\_circle();

Console.WriteLine();

Console.WriteLine("\t\t=====Area of the Triangle====\t\t\n");

area triangle = new area();

circle.cal\_area\_triangle();

Console.WriteLine();

Console.WriteLine("\t\t=====Area of the Square====\t\t\n");

area square = new area();

square.cal\_area\_square();

Console.ReadKey();

}

}

}

Output:

