***R-B page 212 qtn 1***

#include<iostream>

using namespace std;

float circarea(int rad) //function called

{

float z;

float pi=3.14;

z=pi\*rad\*rad;

return z; //value return

}

void main()

{

system("color b0");

int radius;

float m;

cout<<"\n\nEnter the radius of circle="<<endl;

cin>>radius;

m=circarea(radius); //function calling and receiving returning value from z and store in m

cout<<"\n\nThe area of the circle is="<<m<<endl;

getchar();

getchar();

}