```cpp
#include <iosream>
using namespace std;
void area(float r)
{
        cout<<"Area of circle is"<<3.142*r*r;
}
float area(float br,float l)
{
        float f=br*l;
        return f;
}
void area(int b,int h)
{
        float f=0.5*b*h;
        cout<<"Area of triangle is "<<f;
}
int main()
{
        string shape;
        float r,l,br;
        int b,h;
        cout<<"enter shape(triangle/circle/rectangle)";
        cin>>shape;
        if(shape=="circle")
        {
                cout<<"enter radius";
                cin>>r;
                area(r);
        }
        if(shape=="rectangle")
        {
                cout<<"enter length";
                cin>>l;
                cout<<"enter breadth";
                cin>>br;
                cout<<"area of rectangle is "<<area(l,br);
        }
        if(shape=="triangle")
        {
                cout<<"enter breadth";
                cin>>b;
                cout<<"enter height";
                cin>>h;
                area(b,h);
        }
        return 0;
}
```