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#include<iostream>
using namespace std;
void area(int x)
{
    float pi=3.14,area1;
    area1=pi*x*x;
    printf("area of circle is %f\n",area1);
}
void area(float x, float y)
{
    float area2;
    area2=x*y;
    printf("area of rectangle is %f\n",area2);
}
float area(int x,float y)
{
    float area3;
    area3=0.5*x*y;
    return area3;
}
int main()
{
    string shape;
    int r;
    float len,bre,b;
    int h;
    cout<<"choose the shape";
    cin>>shape;
    if(shape=="circle")
    {
        cout<<"enter the radius of circle";
        cin>>r;
        area(r);
    }
    else if(shape=="rectangle")
    {
        cout<<"enter the length and breadth of rectangle";
        cin>>len;
        cin>>bre;
        area(len,bre);
    }
    else
    {
        cout<<"enter the height and breadth of triangle ";
        cin>>h;
        cin>>b;
        printf("area of triangle is %f sq.mts\n",area(h,b));
    }
    return 0;
}

```