include<iostream>

#include "areaBox.h"

#include "volumeBox.h"

using namespace std;

int main()

{

    float length,breadth,height;

    cout<<"Enter the length, breadth, and height : ";

    cin>>length>>breadth>>height;

    #ifdef AREA

    {

        area(length,breadth,height);

    }

    #endif

    #ifndef AREA

    {

        cout<<"You have not included areaBox.h file"<<endl;

    }

    #endif

    #ifdef VOLUME

    {

        volume(length,breadth,height);

    }

    #endif

    #ifndef VOLUME

    {

        cout<<"You have not included volume.h file"<<endl;

    }

    #endif

    return 0;

}