Save | Save All | Revert | Close | Back | Forward | Compile | Build | Execute | Color Chooser

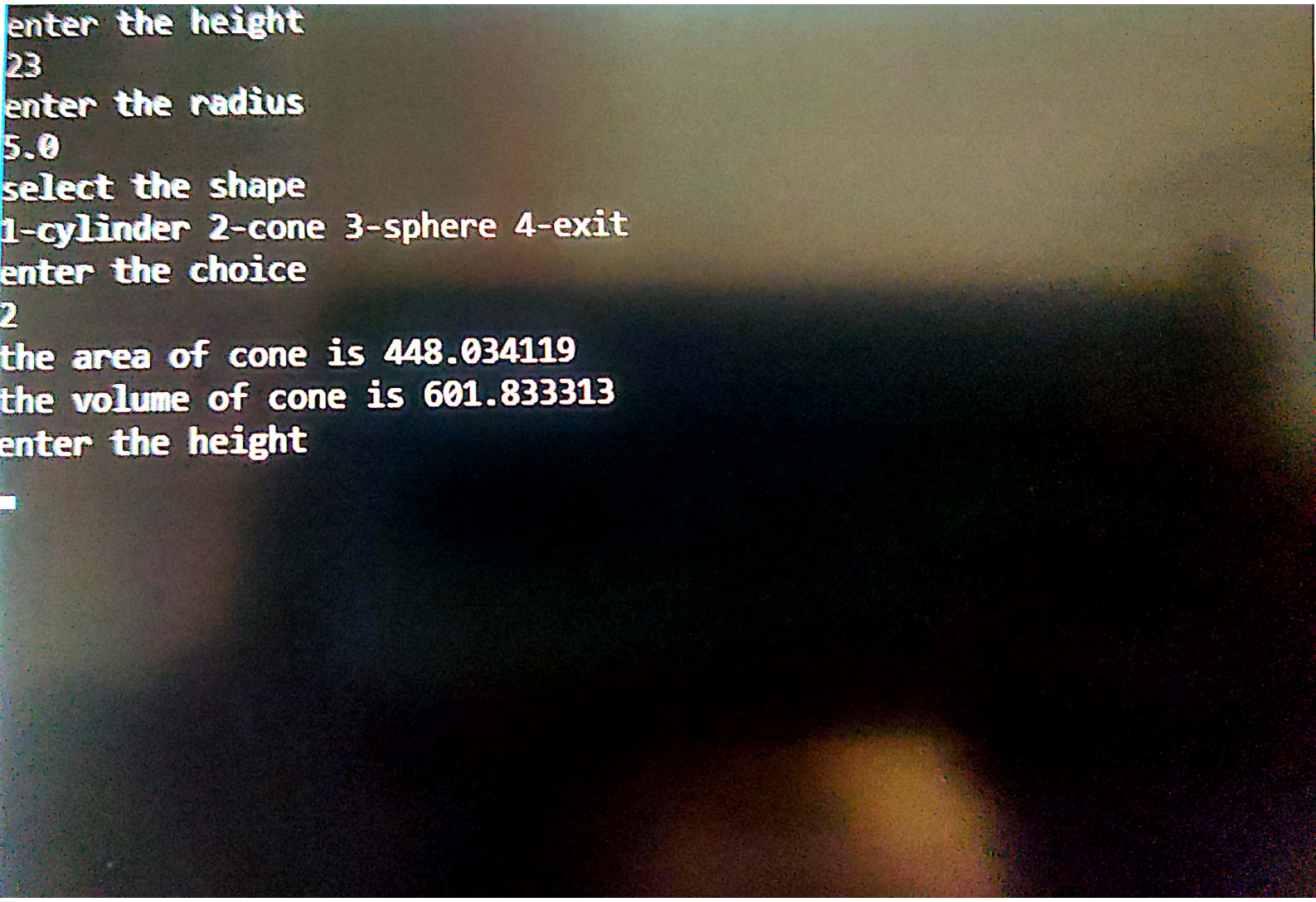
ents | n2.c | structures.c | totalmarks.c | salarybill.c | alphanumeric.c | sf.c | series.c | grade.c | prime

```c
#include<stdio.h>
#include<math.h>
#define pi 3.14
int main()
{
    int c,i;
    float r,h;
    float area=0.0;
    float volume=0.0;
    while(i!=4)
    {
        printf("enter the height\n");
        scanf("%f",&h);
        printf("enter the radius\n");
        scanf("%f",&r);
        printf("select the shape\n");
        printf("1-cylinder 2-cone 3-sphere 4-exit\n");
        printf("enter the choice\n");
        scanf("%d",&c);
        switch(c)
        {
            case 1:
            area=(2*r*h*pi)+(2*pi*pow(r,2));
```

```
            area=(2*r*h*pi)+(2*pi*pow(r,2));
            volume=pi*pow(r,2)*h;
            printf("the area of cylinder is %f\n",area);
            printf("the volume of cylinder is %f\n",volume);
             break;

            case 2:
             area=(r*r*pi)+(r*pi*sqrt((pow(h,2)+pow(r,2))));
            volume=(pi*pow(r,2)*h)/3;
            printf("the area of cone is %f\n",area);
            printf("the volume of cone is %f\n",volume);
             break;
             case 3:
            area=4*pi*pow(r,2);
            volume=pi*pow(r,2)*(4/3);
            printf("the area of sphere is %f\n",area);
            printf("the volume of sphere is %f\n",volume);
             break;
             case 4:
             printf("THANK YOU\n");

             break;
             default:
             printf("invalid option\n");
        }
    }
}
```


enter the height
23
enter the radius
5.0
select the shape
1-cylinder 2-cone 3-sphere 4-exit
enter the choice
2
the area of cone is 448.034119
the volume of cone is 601.833313
enter the height