

main.c

Output

```
1  #include <stdio.h>
2  #define PI 3.1416
3
4  int main() {
5      int choice;
6      float side, radius, length, breadth, area;
7
8      printf("Choose a shape to calculate area:\n");
9      printf("1. Square\n");
10     printf("2. Circle\n");
11     printf("3. Rectangle\n");
12     printf("Enter your choice (1-3): ");
13     scanf("%d", &choice);
14
15     switch(choice) {
16         case 1: // Square
17             printf("Enter side length of the square: ");
18             scanf("%f", &side);
19             area = side * side;
20             printf("Area of Square = %.2f\n", area);
21             break;
22
23         case 2: // Circle
24             printf("Enter radius of the circle: ");
25             scanf("%f", &radius);
26             area = PI * radius * radius;
27             printf("Area of Circle = %.2f\n", area);
28             break;
29
30         case 3: // Rectangle
31             printf("Enter length and breadth of the rectangle: ");
32             scanf("%f %f", &length, &breadth);
33             area = length * breadth;
34             printf("Area of Rectangle = %.2f\n", area);
35             break;
36     }
```

Run