#include<iostream>

using namespace std;

float vol(int,int);

float vol(float);

int vol(int);

int main()

{

int r,h,a;

float r1;

cout<<"Enter radius and height of a cylinder:";

cin>>r>>h;

cout<<"Enter side of cube:";

cin>>a;

cout<<"Enter radius of sphere: ";

cin>>r1;

cout<<"Volume of cylinder is "<<vol(r,h);

cout<<"\nVolume of cube is "<<vol(a);

cout<<"\nVolume of sphere is "<<vol(r1);

return 0;

}

float vol(int r,int h)

{

return(3.14\*r\*r\*h);

}

float vol(float r1)

{

return((4\*3.14\*r1\*r1\*r1)/3);

}

int vol(int a)

{

return(a\*a\*a);

}