//Function Home Work Using Header File

//

// Created by Saket on 24-09-2022.

//

## // App to find Area ofGeometric Shapes

//Using Header File

//Souece Code Main

#include <Geometric Shapes.h>

#include <stdio.h>

int main()

{

int ch;

do {

printf("\n--------------------------------MENU-------------------------------------\n");

printf("\n1-Area of Triangle\n2-Area of Circle\n3-Area of Rectangle\n4-Area of Square \n5-Area of Parallelogram\n6-Area of Trapezium\n7-Area of Ellipse\n");

printf("\n-----------------------------------------------------\n");

scanf("%d",&ch);

switch (ch)

{

case 1:

printf("\n-----------------------------------------------------\n");

TriangleArea();

printf("\n-----------------------------------------------------\n");

break;

case 2:

printf("\n-----------------------------------------------------\n");

CircleArea();

printf("\n-----------------------------------------------------\n");

break;

case 3:

printf("\n-----------------------------------------------------\n");

RectangleArea();

printf("\n-----------------------------------------------------\n");

break;

case 4:

printf("\n-----------------------------------------------------\n");

SquareArea();

printf("\n-----------------------------------------------------\n");

break;

case 5:

printf("\n-----------------------------------------------------\n");

ParallelogramArea();

printf("\n-----------------------------------------------------\n");

break;

case 6:

printf("\n-----------------------------------------------------\n");

TrapeziumArea();

printf("\n-----------------------------------------------------\n");

break;

case 7:

printf("\n-----------------------------------------------------\n");

EllipseArea();

printf("\n-----------------------------------------------------\n");

break;

case 8:

printf("\n-----------------------------------------------------\n");

printf("\nInvalid Choice...............\n");

printf("\n-----------------------------------------------------\n");

break;

}

printf("\nDo you want to Continue press 1.......\n");

scanf("%d",&ch);

}while(ch==1);

printf("\n------------------THANK YOU-------------------------------\n");

return 0;

}

//==========================================//

## //Header File For Geometric Shapes

//

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//

#ifndef GEOMATRIC\_SHAPES\_PROGRAM\_AREA\_FORMULA\_H

#define GEOMATRIC\_SHAPES\_PROGRAM\_AREA\_FORMULA\_H

#endif \\GEOMATRIC\_SHAPES\_PROGRAM\_AREA\_FORMULA\_H

#include <stdio.h>

//Area of triangle

void TriangleArea()

{

float b , h ,ta;

printf("\nEnter Area base and height of Triangle\n");

scanf("%f%f",&b,&h);

ta=(float)0.5\*b\*h;

printf("\n Area of Triangle is : %.2f",ta);

}

//Area of circle

void CircleArea()

{

float r ,ca;

printf("\n Enter radius of circle\n");

scanf("%f",&r);

ca=(float)3.14\*r;

printf("\nArea of circle is : %.2f",ca);

}

//Area of Rectangle

void RectangleArea()

{

float w , h , ra;

printf("\n Enter width and height of Rectangle\n");

scanf("%f%f",&w,&h);

ra=(float)w\*h;

printf("\nArea of Rectangle is : %.2f",ra);

}

//Area of Square

void SquareArea()

{

float s ,sa;

printf("\n Enter side of Square\n");

scanf("%f",&s);

sa=(float)s\*s;

printf("\nArea of Square is : %.2f",sa);

}

//Area of Parallelogram

void ParallelogramArea()

{

float b , h ,pa;

printf("\n Enter Base and Height of Parallelogram\n");

scanf("%f%f",&b,&h);

pa=(float)b\*h;

printf("\nArea of circle is : %.2f",pa);

}

//Area of Trapezium

void TrapeziumArea()

{

float w1 ,w2,h ,tra;

printf("\n Enter Width 1 , Width 2 and Height of circle\n");

scanf("%f%f%f",&w1,&w2,&h);

tra=(float)0.5\*(w1+w2)\*h;

printf("\nArea of Trapezium is : %.2f",tra);

}

//Area of Ellipse

void EllipseArea()

{

float minor , major ,ea;

printf("\n Enter Minor Axis And Manjor Axis of circle\n");

scanf("%f%f",&minor,&major);

ea=(float)3.14\*minor\*major;

printf("\nArea of Ellipse is : %.2f",ea);

}

//Area of Sector

/\*void SectorArea()

{

float r,angle ,sea;

printf("\n Enter radius of Sector\n");

scanf("%f",&r);

printf("\n Enter center Angle of Sector\n");

scanf("%f",&angle);

ca=(float)3.14\*r;

printf("\nArea of circle is : %.2f",sea);

}\*/

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