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Area of Rectangle and Circle Using Function Overloading

```cpp
#include<iostream>
using namespace std;
int area(int,int);
float area(float);
int main()
{
    int l,b;
    float r;
    cout<<"Enter length and breadth of rectangle:";
    cin>>l>>b;
    cout<<"Enter radius of circle:";
    cin>>r;
    cout<<"\nArea of rectangle is "<<area(l,b);
            cout<<"\nArea of circle is "<<area(r);

}

int area(int l,int b)
{
    return(l*b);
}
float area(float r)
{
    return(3.14*r*r);
}
```

Output:
Enter length and breadth of rectangle:
(if user enter 20 &60)

Enter radius of circle:
(if user enter 5)

Area of rectangle is
600
Area of circle is
78.5