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#include <iostream>

#include "conio.h"

#include "math.h"

using namespace std;

float Area\_Cuadrado();

float Area\_Circulo();

float Area\_triangulo();

void main()

{

int lado, opcion;

float area;

do {

cout << endl;

cout << "---------MENU--------" << endl;

cout << "1.sacar area cuadrado" << endl;

cout << "2.sacar area circulo" << endl;

cout << "3.sacar area triangulo" << endl;

cout << "4.salir" << endl;

cin >> opcion;

switch (opcion) {

case 1: area = Area\_Cuadrado();

cout << area;

cout << "cm^2";

break;

case 2: area = Area\_Circulo();

cout << area;

cout << "cm^2";

break;

case 3: area = Area\_triangulo();

cout << area;

cout << "cm^2";

break;

case 4: cout << "salir";

break;

default: cout << "error" << endl;

break;

}

} while (opcion != 4);

\_getch();

}

float Area\_Cuadrado()

{

float area, lado, altura;

cout << "pedir lado en cm: ";

cin >> lado;

area = lado \* lado;

return area;

}

float Area\_Circulo()

{

float area,lado, altura;

cout << "pedir lado en cm: ";

cin >> lado;

area = (lado / 2) \* (lado / 2) \* 3.14156;

return area;

}

float Area\_triangulo()

{

float area,lado,altura;

cout << "pedir lado en cm: ";

cin >> lado;

cout << "pedir altura en cm : ";

cin >> altura;

area = ( lado \* altura) / 2;

return area;

}