

Function Overloading

Program to calculate area of square rectangle circle triangle

```
#include <iostream>

using namespace std;

int area(int);

int area(int,int);

float area(float);

float area (float,float);


int main()
{
    int s,l,b;

    float r,ht,bs;

    cout<<"Enter side of a square:";

    cin>>s;

    cout<<"Enter length and breadth of a rectangle:";

    cin>>l>>b;

    cout<<"Enter radius of a circle:";

    cin>>r;

    cout<<"Enter the base and height of triangle";

    cin>>bs>>ht;

    cout<<"Area of square is:"<<endl<<area(s);

    cout<<"Area of rectangle is:"<<endl<<area(l,b);

    cout<<"Area of circle is:"<<endl<<area(r);

    cout<<"Area of triangle:"<<endl<<area(bs,ht);

}

int area(int s)

{

    return(s*s);
```

```
}
```

```
int area(int l, int b)
```

```
{
```

```
    return(l*b);
```

```
}
```

```
float area(float r)
```

```
{
```

```
    return(3.14*r*r);
```

```
}
```

```
float area(float bs, float ht)
```

```
{
```

```
    return(bs*ht)/2;
```

```
}
```