#include<iostream>

using namespace std;

int area(int x, int y)

{

cout<< "Area of the Rectangle: "<<x\*y;

}

double area(double x,double y)

{

cout<< "Area of The Traingle: "<<(x\*y)/2;

}

float area(float x)

{

cout<< "Area of the Circle: "<<3.14\*x\*x;

}

int main()

{

int Circle,Traingle,Rectangle;

cout<< "Choose the shape:";

cin>>Circle>>Traingle>>Rectangle;

area(4,6);

cout<< "\n";

area(4.4,6.6);

cout<< "\n";

area(2.2);

return 0;

}

OUTPUT:

Choose the shape: Rectangle Triangle Circle

Area of the Rectangle: 24

Area of The Triangle: 14.52

Area of the Circle: 15.1976