## **Shape Calculation-Area**

#include <stdio.h>

#define PI 3.14159

int main() {

int side, length, breadth, radius, base, height;

// Taking inputs

scanf("%d", &side); // For Square

scanf("%d", &length); // For Rectangle

scanf("%d", &breadth); // For Rectangle

scanf("%d", &radius); // For Circle

scanf("%d", &base); // For Triangle

scanf("%d", &height); // For Triangle

// Calculations

int area\_square = side \* side;

int area\_rectangle = length \* breadth;

float area\_circle = PI \* radius \* radius;

float area\_triangle = 0.5 \* base \* height;

// Output

printf("Area of Square=%d\n", area\_square);

printf("Area of Rectangle=%d\n", area\_rectangle);

printf("Area of Circle=%.2f\n", area\_circle);

printf("Area of Triangle=%.0f\n", area\_triangle);

return 0;

}