**Task: Function overloading**

#include<iostream>

#include<cstdlib>

using namespace std;

float area(float r)

{

return(3.14\*r\*r);

}

float area(float b,float h)

{

return((b\*h)/2);

}

int area(int l,int br)

{

return(l\*br);

}

int main()

{

float b,h,r;

int l,br,c;

do

{

cout<<"\n1.Area of circle\n";

cout<<"2.Area of triangle\n";

cout<<"3.Area of rectangle\n";

cout<<"4.exit\n";

cout<<"Enter your choice\n";

cin>>c;

switch(c)

{

case 1:

{

cout<<"Enter radius: ";

cin>>r;

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

break;

}

case 2:

{

cout<<"Enter b: ";

cin>>b;

cout<<"Enter h ";

cin>>h;

cout<<"Area of triangle: "<<area(b,h);

break;

}

case 3:

{

cout<<"Enter l: ";

cin>>l;

cout<<"Enter b: ";

cin>>br;

cout<<"Area of rectangle: "<<area(l,br);

break;

}

case 4:

{

exit(0);

}

default:

{

cout<<"Wrong input";

}

}

}

while(c!=0);

return 0;

}