

```

#include<iostream>

using namespace std;

int area(float r)
{
    double a=22.0; double b=7.0; double pi=a/b;
    double ar=(pi*r*r);
    cout<<"area of circle is: "<<ar<<endl;
    return 0;
}

int area(float base,float height)
{
    double a=1.0; double b=2.0;
    double half=a/b;
    double ar=half*base*height;
    cout<<"area of triangle is: "<<ar<<endl;
    return 0;
}

int area(int length,int breadth)
{
    int ar=length*breadth;
    cout<<"area of rectangle is: "<<ar<<endl;
    return 0;
}

int main()
{
    int t,len,bre;
    float r,b,h;
    cout<<"enter shape"<<endl;
    do
    {
        cout<<" 1.circle \n 2.triangle \n 3.rectangle \n 4.quit \n";
    }

```

```

        cin>>t;
switch(t)
{
    case 1 :{
        cout<<"enter radius of the circle"<<endl;
        cin>>r;
        area(r);
        break;
    }
    case 2 :{
        cout<<"enter base and height"<<endl;
        cin>>b>>h;
        area(b,h);
        break;
    }
    case 3 :{
        cout<<"enter length and breadth"<<endl;
        cin>>len>>bre;
        area(len,bre);
        break;
    }
    case 4 :{
        return 0;
        break;
    }
    default:
        cout<<"invalid input"<<endl;
}
}while(t!=4);
return 0;
}

```