

Program (SWITCH-CASE) POLE FIGUR

```
#include <iostream>
using namespace std;

int mojemenu();

void polekola();
void polekwadratu();
void poletrapezu();

int main()
{
    int wybor;

    wybor=mojemenu();
    while (wybor != 0)
    {
        switch (wybor){
            case 1: polekola();
                    break;
            case 2: polekwadratu();
                    break;
            case 3: poletrapezu();
                    break;
        };//switch
        wybor=mojemenu();
    }
    return 0;
}

int mojemenu(){
    int odp;

    cout << "\n=====[ MENU GLOWNE ]=====\n"
        << "0 - wyjscie" << endl
        << "1 - pole kola" << endl
        << "2 - pole kwadratu" << endl
        << "3 - pole trapezu" << endl;
    cin >> odp;
    return odp;
}

void polekola(){
    float r;
```

```

cout << "\n===== [ POLE KOLA ] =====\n";
cout << "r=";
cin >> r;
cout << "P=" << 3.14 * r * r;
cout << endl;
}

```

```

void polekwadratu(){
    float a;

    cout << "\n===== [ POLE KWADRATU ] =====\n";
    cout << "a=";
    cin >> a;
    cout << "P=" << a * a;
    cout << endl;
}

```

```

void poletrapezu(){
    float a,b,h;

    cout << "\n===== [ POLE TRAPEZU ] =====\n";
    cout << "a=";
    cin >> a;
    cout << "b=";
    cin >> b;
    cout << "h=";
    cin >> h;
    cout << "P=" << (a + b)*h/2;
    cout << endl;
}

```