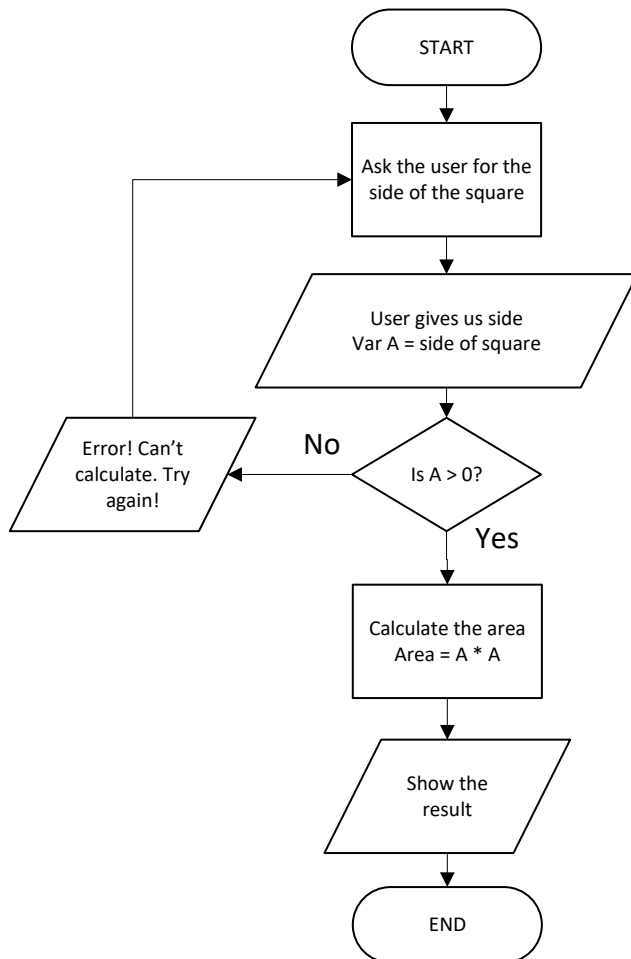


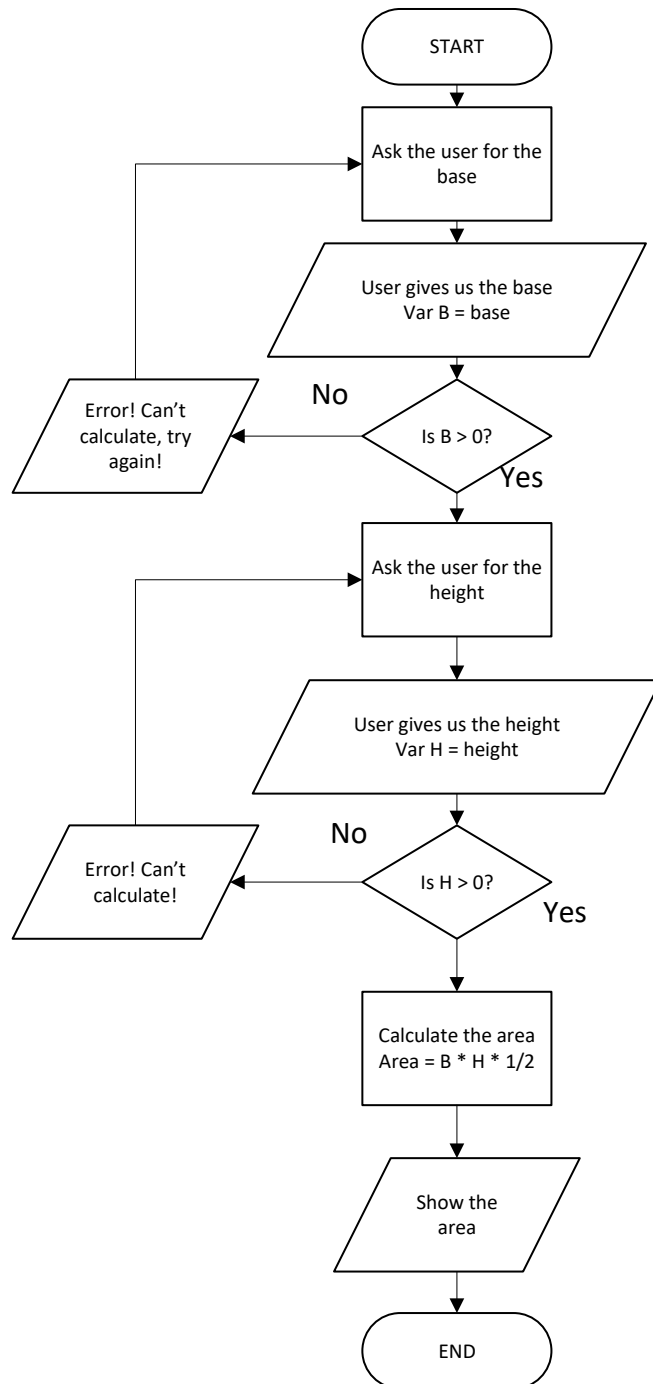
Make a program that will calculate the area of a square

- ask the user for input (side of square)
- save it in var A
- check if it is more than 0
- if it is less than 0, show an error message
"Can't calculate, try again"
- if it is more than 0, calculate the area ($A * A$) and show result



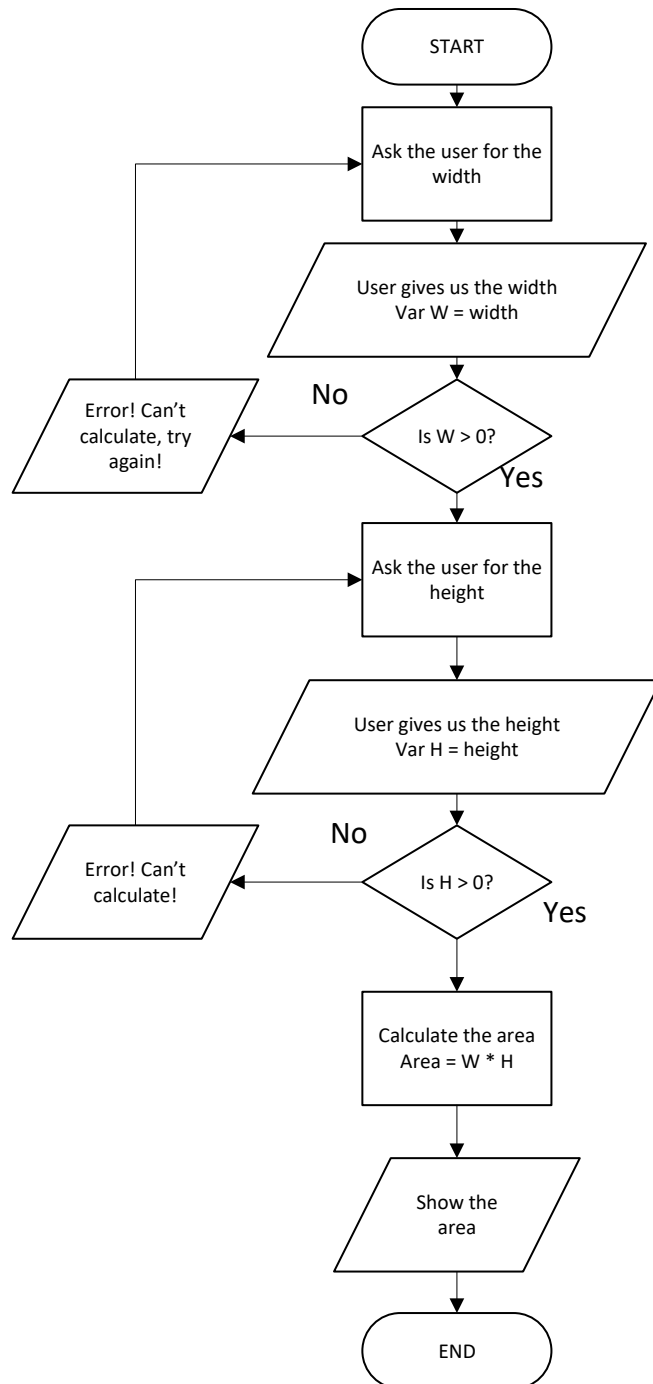
Make a program that will calculate the area of a triangle

- ask the user for input (base)
 - save it in var B
 - check if it is more than 0
 - if it is less than 0, show an error message
"Can't calculate, try again"
 - if it is more than 0, continue
-
- ask the user for input (height)
 - save it in var H
 - check if it is more than 0
 - if it is less than 0, show an error message
"Can't calculate, try again"
 - if it is more than 0, calculate the area ($B * H * 1/2$) and show result



Make a program that will calculate the area of a rectangle

- ask the user for input (width)
 - save it in var W
 - check if it is more than 0
 - if it is less than 0, show an error message
"Can't calculate, try again"
 - if it is more than 0, continue
-
- ask the user for input (height)
 - save it in var H
 - check if it is more than 0
 - if it is less than 0, show an error message
"Can't calculate, try again"
 - if it is more than 0, calculate the area ($W \times H$) and show result



Make a program that will calculate the area of a circle

- ask the user for input (radius of circle)
- save it in var R
- check if it is more than 0
- if it is less than 0, show an error message
"Can't calculate, try again"
- if it is more than 0, calculate the area ($\text{PI} * R * R$) and show result

