

LAB-4

Q) Explore toString method usage in java

```
import java.util.Scanner;  
abstract class Shape {  
    double d1, d2;  
    Shape (double d1, double d2) {  
        this.d1 = d1;  
        this.d2 = d2;  
    }  
    abstract double printarea();  
}  
class Rectangle extends Shape {  
    Rectangle (double a, double b) {  
        super(a, b);  
    }  
    double printarea() {  
        System.out.println("Area of Rectangle is:");  
        return d1 * d2;  
    }  
}
```



```
class Triangle extends Shape {
```

```
Circle(double a) {
```

```
super(a, 1);
```

```
}
```

```
double printarea() {
```

```
System.out.println("Area of Circle is:");
```

```
return 3.14 * d1 * d2;
```

```
}
```

```
}
```

```
class areas {
```

```
public static void main(String args[]) {
```

```
double d1, d2;
```

```
Scanner s = new Scanner(System.in);
```

```
System.out.println("Enter the dimensions of the rectangle:");
```

```
d1 = s.nextInt();
```

```
d2 = s.nextInt();
```

```
Rectangle r = new Rectangle(d1, d2);
```

```
System.out.println("Area is : " + r.printarea());
```

```
System.out.println("Enter dimensions of triangle:");
```

```
d1 = s.nextInt();
```

```
d2 = s.nextInt();
```

```
Triangle t = new Triangle(d1, d2);
```



```
System.out.println("Area is:") + b.printarea();
```

```
System.out.println("Enter dimensions of Circle:");  
d1 = s.nextInt();
```

```
Circle c = new Circle(d1);
```

```
System.out.println("Area is:") + c.printarea();
```

2

3

o/p

Enter dimensions of Rectangle

20

10

~~Enter dimensions of Triangle~~

Area of Rectangle is

Area is: 200.0

Enter dimensions of Triangle:

10

20

Area of Triangle is:

Area is: 100.0

Enter dimensions of circle:

30

Area of Circle's

Area is: 94.2

23/10/24