

Develop a Java program to create an abstract class to find the area of Rectangle, Triangle and circle.

```
import java.util.Scanner;
```

```
abstract class Shape {
```

```
    int a, b;
```

```
    abstract void printArea();
```

```
}
```

```
class Rectangle extends Shape {
```

```
    Rectangle (int l, int br) {
```

```
        a = l;
```

```
        b = br;
```

```
}
```

```
public void printArea() {  
    System.out.println("Area of Rectangle = " + l * h);  
}
```

```
}  
class Triangle extends Shape {  
    Triangle(int ba, int h) {  
        a = ba;  
        b = h;
```

```
    }  
    public void printArea() {  
        System.out.println("Area of Triangle = ");  
        double area = 0.5 * a * b;  
        System.out.println("Area of Triangle " +  
            area);  
    }  
}
```

```
class Circle extends Shape {  
    Circle(int r) {
```

```
        double area = 3.14 * r * r;  
        a = r;
```

```
    }  
    public void printArea() {  
        double area = 3.14 * r * r;  
        System.out.println("Area of the Circle " +  
            area);  
    }  
}
```

```
class Main {  
    public static void main(String[] args) {  
        Scanner in = new Scanner(System.in);  
        System.out.println("Enter the sides of a Rectangle");  
        Rectangle rec = new Rectangle(  
            in.nextInt(), in.nextInt());  
        rec.printArea();  
        System.out.println("Enter the base and height of a triangle");  
        Triangle tri = new Triangle(  
            in.nextInt(), in.nextInt());  
        tri.printArea();  
    }  
}
```



```

System.out.println("Enter the radius  
of a circle");
Circle cir = new Circle(cir.nextInt());
cir.printArea();
}
}

```

Algorithm:

Step 1: Start

Step 2: ~~Start~~ Create abstract class Shape in which initialize variable a & b.

Step 3: Call for printArea() function in abstract class

Step 4: Enter length & breadth of a rectangle (l, br) under class Rectangle extends Shape.

Print "Area of rectangle" +  $l * br$ .

Step 5: Read base(b) and height(h) of a triangle under class ~~Triangle~~ extends Shape

$a = ba$

$b = h$

Print ~~"Area of triangle"~~ +  $(0.5 * b * h)$

Step 6: Read radius (r) of a circle under class Circle extends Shape

$a = r$

Print "Area of circle" +  $(3.14 * r * r)$

Step 7: Stop.

Output:

Enter the length and breadth of a rectangle:

3 4

Area of rectangle: 12.0

Enter the base and height of a triangle:

4 10

Area of Triangle: 20.0

Enter the radius of circle:

7

Area of circle: 153.86

*hi* 12/01/24

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D:\java\oops>javac E.java

D:\java\oops>java E

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Enter length and breadth of a rectangle:

3 4

Area of rectangle: 12

Enter base and height of a triangle:

4 10

Area of the triangle: 20.0

Enter the radius of a circle:

7

Area of Circle: 153.86