

4. Flowchart:
abstract class Shapes:

initialize int a, b
having printArea()

Create classes triangle, rectangle
and circle which extend shapes,
and have printArea() method

public class Shape Prog {

public static void main:

Start

Create New triangle
rectangle & circle
objects

Algorithm

Program:

```
import java.util.*;  
abstract class shapes {  
    int a, b;  
    void printArea() {}  
}  
class Triangle extends shapes {  
    int a, b;  
    Triangle(base, alt) {  
        a = base;  
        b = alt;  
    }  
    void printArea() {  
        System.out.println("Area = " +  
    }  
}
```


System.out.println("Area = " + (a * b));
}

}
class Circle ^{extends Shapes} {
 int a, b;
 ~~for~~ double area;
 void printArea() {
 ~~area~~ area = 3.14 * a * a;
 System.out.println("Area = " + area);
 }
}

public class ShapeProg {
 public static void main(String[] args) {
 Triangle t = new Triangle(5, 5);
 Rectangle r = new Rectangle(5, 5);
 Circle c = new Circle(5);
 t.printArea();
 r.printArea();
 c.printArea();
 }
}

Algorithm:

Step 1: Start

Step 2: Create Triangle object t;
Rectangle object r;

③ Output:

Enter the value of n:

2

Enter the name, author, price, number

James AtornickHabit 300 200

Enter the name, author, price, number

Cruyff Mykern 400 174

Details of book:

Name: James

Author: AtornickHabit

Price: 300

Num pages: 200

Details of book:

Name: Cruyff

Author: Mykern

Price: 400

Num pages: 174

④ Output:

Area = 12.5

Area = 25

Area = 78.5

12/10/24
Sec

Area =12.5

Area =25

Area =78.5

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