

## LAB-4

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```
import java.util.Scanner;  
abstract class shape  
{
```

```
    int a;
```

```
    int b;
```

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

```
class Rectangle extends Shape  
{
```

```
    Rectangle (int x, int y)  
    {
```

```
        a = x;
```

```
        b = y;
```

```
    }
```

```
    void printArea()  
    {
```

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

```
}
```

```
class triangle extends shape  
{
```

```
    Triangle (int x, int y)  
    {
```

```
        a = x;
```

```
        b = y;
```

```
    }
```

```
}
```

```
void area printArea()  
{
```

```
{
```

```
    System.out.println("Area is " + (a*b*0.5));  
}
```

```
}
```

class Circle extends shape

{

circle(int x)

{

a = x;

}

void printArea()

{

System.out.println("Area is " + (a \* a \* 3.14));

}

}

class lab4

{

public static void main(String s[])

{

int l, b, h, a;

Scanner sc = new Scanner(System.in);

System.out.println("Enter the length & breadth of rectangle");

l = sc.nextInt();

b = sc.nextInt();

Rectangle r = new Rectangle(l, b);

r.printArea();

System.out.println("Enter the base & height of triangle");

ba = sc.nextInt();

h = sc.nextInt();

Triangle t = new Triangle(ba, h);

t.printArea();

```
system.out.println("Enter the radius of circle");
```

```
ra = sc.nextInt();
```

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

```
c.printArea();
```

```
}
```

```
}
```