1. Display Pattern

class Display Pattern {
public static void main (string [] args) {

System.out.printen (:

class Display Pattern {
public static void main (string [] args) {

System.out.printen ("   A   V   V   A");
System.out.printen ("   A A   V V   A A");
System.out.printen (" J   J AAAA   W AAAAA");
System.out.printen (" J J   A   A   V A   A");
System.out.printen ("

}
}

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2. CommandLine

```java
import java.text.DecimalFormat;

class CommandLine {
    public static void main(String[] args) {
        double width = Double.parseDouble(args[0]);
        double height = Double.parseDouble(args[1]);
        double area = width * height;
        DecimalFormat df = new DecimalFormat("0.000");
        System.out.println("Area:" + df.format(area));
    }
}
```

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3. Rectangle

```java
import java.text.DecimalFormat;

class Rectangle {
public static void main (string [] args) {

    double width = 4.5;
    double height = 7.9;
    double area = width * height;
    double perimeter = 2 * (width + height);

    DecimalFormat df = new DecimalFormat("0.000");

    System.out.println("Area: " + df.format(area));
    System.out.println("Perimeter: + df.format(perimeter));

}
}
```

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