

```

abstract class Shape
{
    protected float Area;

    public abstract float CalculateArea();
    public void display()
    {
        System.out.println("Area is :"+Area);
    }
}

public class Circle extends Shape
{
    private float radius;

    public Circle(float radius)
    {
        this.radius=radius;
    }

    @Override

    public float CalculateArea()
    {
        Area=(float)(Math.PI * radius * radius);
        return Area;
    }
}

public class Rectangle extends Shape
{

```

```
private float length;
```

```
private float width;
```

```
public Rectangle(float length,float width)
```

```
{
```

```
    this.length=length;
```

```
    this.width=width;
```

```
}
```

```
@Override
```

```
public float CalculateArea()
```

```
{
```

```
    Area=length*width;
```

```
    return Area;
```

```
}
```

```
}
```

```
public class Shapeobj1
```

```
{
```

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

```
{
```

```
    Rectangle r1=new Rectangle(5,4);
```

```
    Circle c1=new Circle(6);
```

```
    r1.CalculateArea();
```

```
    r1.display();
```

```
    c1.CalculateArea();
```

```
    c1.display();  
  }  
}
```