LAB 4

1. WAP to calculate area implementing inheritance:

```java
import java.util.*;
abstract class shape {
  double l, b, area1, area 2, base, height, rad, area3;
  abstract void printarea();
}
  class rectangle extends shape
  {
    rectangle (double a, double d)
    {
      l = a;
      b = d;
    }
    void printarea()
    {
    area1 = l*b.
    System.out.println ("area of the rectangle is:"
                          + area1);
    }
  }

  class triangle extends shape
  {
    triangle (double x, double y)
    {
      base = x;
      height = y;
    }
    void print area()
    {
    area2 = 0.5* height * base.
    System.out.println ("area of triangle is:"+area2)
}}
```

```java
class circle extends shape
{
    circle(double e)
    {
        rad = e;
    }
    void printarea()
    {
        area3 = 3.14 * rad * rad;
        System.out.println("area of circle is :" + area3);
    }
}

public class abc {
    public static void main(String[] args)
    {
        rectangle r = new rectangle(2.5, 3.5);
        triangle t = new triangle(2.0, 4.0);
        circle c = new circle(3.0);
        r.printarea();
        t.printarea();
        c.printarea();
    }
}
```