

DATE:27/02/2024

## PROGRAM-1

### LAB-6

AIM:-CREATE AN ABSTRACT CLASS SHAPE .LET RECTANGLE AND TRIANGLE INHERIT THIS SHAPE CLASS. ADD NECESSARY FUNCTION.

CODE:

```
import java.util.*;

abstract class shape{

    // Scanner sc= new Scanner(System.in);

    void area(){

    }

}

class triangle extends shape{

    void area(){

        Scanner sc= new Scanner(System.in);

        int b,h;

        System.out.println("the enter your dimensiom of triangle ");

        b= sc.nextInt();

        h= sc.nextInt();

        double AREA= 0.5*b*h;

        System.out.println("the area of triangle is "+AREA );

    }

}

class rectangle extends shape{

    void area(){

        Scanner sc= new Scanner(System.in);
```

```

        int b,h;

        System.out.println("the enter your dimensiom of rectangle ");

        b= sc.nextInt();

        h= sc.nextInt();

        double AREA= b*h;

        System.out.println("the area of rectangle  is "+AREA );

    }

}

class main{

    public static void main(String[] args){

        triangle t= new triangle();

        t.area();

        rectangle r= new rectangle();

        r.area();

    }

}

```

OUTPUT:

```

java -cp /tmp/aKkXHOXNhD main
the enter your dimension of triangle
2
3
the area of triangle is 3.0
the enter your dimension of rectangle
2
3
the area of rectangle  is 6.0

```