

4. Develop a Java Program to create abstract class called Shape that contains two integers and an empty method name print area(). Provide three class named rectangle, Triangle such that each one of class extends class Shape. Each one of class contains only the method print area() that prints the area of given shape.

```
import java.util.Scanner;  
import java.lang.Math;  
abstract class Shape
```

```
{  
    int length, breadth;  
    Scanner ss = new Scanner(System.in);  
    abstract void printArea();  
}
```

```
}  
class rectangle extends Shape
```

```
{  
    void printArea() {  
        System.out.println("Enter length and breadth");  
        length = ss.nextInt(); breadth = ss.nextInt();  
        int Area = length * breadth;  
        System.out.println("The area of rectangle is : " + Area);  
    }  
}
```

```
}  
class Triangle extends Shape
```

```
{  
    void printArea() {  
        System.out.println("Enter base length and height");  
        length = ss.nextInt();  
        breadth = ss.nextInt();  
        int area = (length * breadth) / 2;  
        System.out.println("The area of Triangle is : " + area);  
    }  
}
```

```
}  
class Circle extends Shape
```

```
{  
    void printArea() {  
        System.out.println("Enter radius");  
        radius = ss.nextInt();  
        double area = Math.PI * radius * radius;  
        System.out.println("The area of Circle is : " + area);  
    }  
}
```

```

    }
    System.out.println("Enter the radius of circle.");
    length = ss.nextInt();
    double area = Math.PI * length * length;
    System.out.println("The area of circle is : " + area);
}
}
class B {
    public static void main (String args[]) {
        char ch;
        Scanner Scan = new Scanner(System.in);
        System.out.println("In MENU\n1. Rectangle\n2. Triangle\n3. Circle\n");
        ch = Scan.nextChar();
        Switch (ch)
        Case 1: Rectangle r1 = new Rectangle();
            r1.PrintArea();
            break;
        Case 2: Triangle t1 = new Triangle();
            t1.PrintArea();
            break;
        Case 3: Circle c1 = new Circle();
            c1.PrintArea();
            break;
        default System.out.println("Invalid Input Try Again");
    }
}
}

```

Output :-

- 1) Menu
- 2) Select Shape
  - 1) Rectangle
  - 2) Triangle
  - 3) Circle

Enter length and breadth

10 20

The area of Rectangle is : 200

MENU

Select Shape

1) Rectangle

2) Triangle

3) Circle

2  
Enter base length and height

10 20

The area of Triangle is : 100

~~Signature~~

```
Users\hp>cd C:\Users\hp\OneDrive\Desktop\1hw21cs056
```

```
Users\hp\OneDrive\Desktop\1hw21cs056>javac main.java
```

```
Users\hp\OneDrive\Desktop\1hw21cs056>java main  
Enter height and width of rectangle
```

```
Area of Rectangle is 200
```

```
Enter height and base of triangle
```

```
Area of Triangle is 600.0
```

```
Enter radius of Circle
```

```
Area of Circle is 7850.0
```

```
Users\hp\OneDrive\Desktop\1hw21cs056>
```