



**ACADGILD**

# SESSION 5: ABSTRACT CLASS & INTERFACE

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## Assignment 1

## *SESSION 5: OOPS: ABSTRACT CLASS & INTERFACE*

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## **1. Introduction**

This assignment will test your knowledge on Abstract classes

## **2. Objective**

This assignment will help you to master the following concepts:

- Methods
- Abstract classes
- Object Creation

## **3. Prerequisites**

Not applicable.

## **4. Associated Data Files**

Not applicable.

## **5. Problem Statement**

Create an abstract class Figure with following properties and functions:

Properties:

```
double dim1;
```

Methods:

```
abstract void findArea();
```

```
abstract void findPerimeter();
```

Create three subclasses Circle, Rectangle and Triangle that extends Figure class and define both the methods. Write a program that will find the area and perimeter of 3 Figures and print the details for all.

*JAVA*

## **6. Expected Output**

Display the area and perimeter of 3 Figures (Circle, Rectangle and Triangle) and print the details for all.

## **7. Approximate Time to Complete Task**

1 hr