303626-2-10E AID:258164 | 28/08/2020

**The following show program plan of figureGeometry interface problem :**

1. Create java program UseFigs.java , In this code create figureGeometry interface with area and perimeter.
2. Then create class circle and rectangle which implements the figureGeometry .
3. The main class UseFigs ,the to calculation of area and perimeter of circle and rectangle is diasplay.
4. To get output ,first compile the UseFigs.java and run the UseFigs.java. such as “javac UseFigs.java” for compile and “java UseFigs.java” for running the code.

**The following show the source code of the given problem of figureGeometry:**

UseFigs.java

interface FigureGeometry

{

float perimeter();

float area();

}

class Circle implements FigureGeometry

{

float r;

Circle(float radius)

{

r=radius;

}

public float perimeter()

{

float temp=2\*3.14f\*r;

return temp;

}

public float area()

{

float temp=3.14f\*r\*r;

return (temp) ;

}

}

class Rectangle implements FigureGeometry

{

float length,width;

Rectangle(float length,float width)

{

this.length=length;

this.width=width;

}

public float perimeter()

{

float temp=2\*(width+length);

return temp;

}

public float area()

{

float temp=length\*width;

return temp;

}

}

public class UseFigs

{

public static void main(String []args)

{

Circle myCircle=new Circle(5);

System.out.println(myCircle.perimeter());

System.out.println(myCircle.area());

Rectangle myRectangle=new Rectangle(7,8);

System.out.println(myRectangle.perimeter());

System.out.println(myRectangle.area());

}

}

**The output of the code is:**

31.400002

78.5

30.0

56.0