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**Batch: :S2 RMCA-B**

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**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 21**

**Aim**

Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle,Square and Circle. Test the package by finding the area of these figures.

**Procedure**

**Graphics.java**

package graphics;

import java.util.Scanner;

interface fig{

public double recArea();

public double cirArea();

public double squArea();

public double triArea();

}

public class Graphics implements fig {

Scanner s = new Scanner(System.in);

int r,l,b,a;

double pi = 3.14,area;

public double recArea(){

System.out.println("Enter length of rectangle:");

l=s.nextInt();

System.out.println("Enter breadth of rectangle:");

b=s.nextInt();

area=l\*b;

return area;

}

public double cirArea(){

System.out.println("Enter radius of circle:");

r = s.nextInt();

area = pi \* r \* r;

return area;

}

public double squArea(){

System.out.println("Enter the side of the square:");

a = s.nextInt();

area = a \* a;

return area;

}

public double triArea(){

System.out.println("Enter the width of the Triangle:");

double base = s.nextDouble();

System.out.println("Enter the height of the Triangle:");

double height = s.nextDouble();

double area = (base\* height)/2;

return area;

}

}

**AreaGraphics.java**

import graphics.\*;

public class AreaGraphics {

public static void main(String []args){

Graphics Ob = new Graphics();

System.out.println(Ob.recArea());

System.out.println(Ob.cirArea());

System.out.println(Ob.squArea());

System.out.println(Ob.triArea());

}

}

**Output Screenshot**

