

## Session 4 – Assignment 1

### Problem Statement

1. 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.

### Solution

```
//abstract class Figure
```

```
import java.lang.Math;
```

```
abstract class Figure {
```

```
    double dim1;
```

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

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

```
}
```

```
//Create subclass Circle
```

```
class Circle extends Figure
```

```
{
```

```
    double r=5;
```

```
    void findArea() {
```

```
        dim1 = Math.PI * r * r;
```

```
        System.out.println("area of Circle -->" + dim1);
```

```
    }
```

```
    void findPerimeter() {
```

```
        dim1 = Math.PI * 2 * r;
```

```
        // P = 2*pi*r
```

```

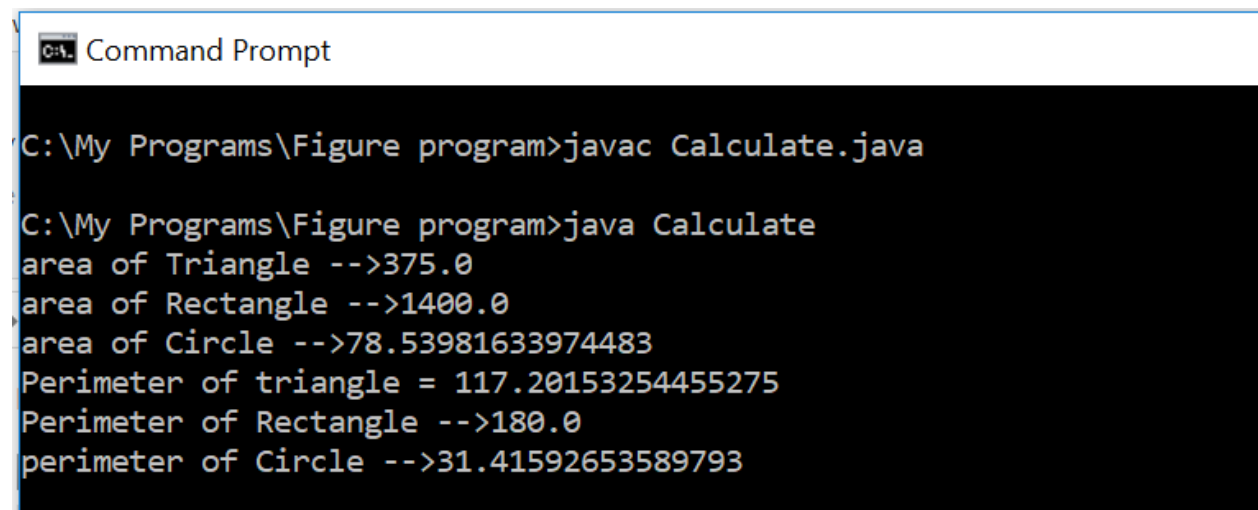
        System.out.println("perimeter of Circle -->" + dim1);
    }
}

//Create subclass Rectangle
class Rectangle extends Figure {
    double w=70,h=20;
    double P=2*(w+h);
    void findArea() {
        dim1 = w*h;
        System.out.println("area of Rectangle -->" + dim1);
    }
    void findPerimeter(){
        dim1 = 2 * (w + h);
        System.out.println("Perimeter of Rectangle --> " + dim1);
    }
}

//Create subclass Triangle
class Triangle extends Figure
{
    double b=50,h=15;double hypotenuse;
    void findArea() {
        dim1 = (b*h)/2;
        System.out.println("area of Triangle -->" + dim1);
    }
    void findPerimeter() {
        hypotenuse = Math.pow(Math.pow(b, 2) + Math.pow(h, 2),0.5);
        dim1 = b + h + hypotenuse;
        System.out.println("Perimeter of triangle = " + dim1);
    }
}

```

```
}  
  
//Create class Calculate  
  
class Calculate {  
  
    public static void main(String [] args)  
  
    {  
  
        Triangle t= new Triangle();  
  
        Rectangle r =new Rectangle();  
  
        Circle c =new Circle();  
  
        t.findArea();  
  
        r.findArea();  
  
        c.findArea();  
  
        t.findPerimeter();  
  
        r.findPerimeter();  
  
        c.findPerimeter();  
  
    }  
  
}
```



```
C:\My Programs\Figure program>javac Calculate.java  
  
C:\My Programs\Figure program>java Calculate  
area of Triangle -->375.0  
area of Rectangle -->1400.0  
area of Circle -->78.53981633974483  
Perimeter of triangle = 117.20153254455275  
Perimeter of Rectangle -->180.0  
perimeter of Circle -->31.41592653589793
```