

```
import java.util.*;  
import java.lang.*;
```

```
abstract class Shape {
```

```
    Scanner in = new Scanner(System.in);  
    int x1, x2;
```

```
    Shape() {
```

```
        System.out.println("Enter two no's");
```

```
        System.out.println("");
```

```
        x1 = in.nextInt();
```

```
        x2 = in.nextInt();
```

```
    }
```

```
    abstract void printarea();
```

```
}
```

```
class Rectangle extends Shape {
```

```
    void printarea() {
```

```
        System.out.println("Area of  
rectangle: " + (x1 * x2))
```

```
    }
```

```
}
```

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```
class Triangle extends Shape {
```

```
    void printarea() {
```

```
        System.out.println("Area of rectangle : "  
                             +  $(x_1 * x_2) / 2$ );
```

```
    }
```

```
}
```

```
class Circle extends Shape {
```

```
    void printarea() {
```

```
        System.out.println("Area of Circle 1: " +  $(3.14 * x_1 * x_1)$ );  
        System.out.println("Area of Circle 2: " +  $(3.14 * x_2 * x_2)$ );
```

```
    }
```

```
class Abstract {
```

```
    public static void main (String[] args) {
```

```
        Shape s;
```

```
        s = new Rectangle();
```

```
        s.printarea();
```

```
        s = new Triangle();
```

```
        s.printarea();
```

```
        s = new Circle();
```

```
        s.printarea();
```

```
    }
```

```
}
```

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