import java.util.\*;

import java.lang.\*;

abstract class Shape{

Scanner in = new Scanner(System.in);

int x1, x2;

Shape(){

System.out.println("Enter two numbers:");

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));

}

}

class Triangle extends Shape{

void printarea(){

System.out.println("Area of Triangle: " + (x1 \* x2)/2);

}

}

class Circle extends Shape{

void printarea(){

System.out.println("Area of Circle 1: " + (3.14 \* x1 \* x1));

System.out.println("Area of Circle 2: " + (3.14 \* x2 \* x2));

}

}

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();

}

}