Create a class Shape, create 3 attributes ,2 methods and 2 objects
Call methods and set variables

Program:

```java
public class Shape{
    int area=60;
    String name="triangle";
    float perimeter=66f;
public void triangle()
{
    System.out.println("The shape is triangle");
}
public void oval()
{
    System.out.println("The shape is oval");
}

public static void main(String[] args) {
Shape s1=new Shape();
Shape s2=new Shape();
System.out.println("The area of the triangle is"+s1.area);
System.out.println("The perimeter of the triangle is"+s2.perimeter);
s1.triangle();
s2.oval();

    }
```

Output: