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package com.training.cg;

public class Shape {
    public static void main(String[] args) {
        Circle c=new Circle(6.2);
        Square s=new Square(6);
        Cube b=new Cube(8);
        Sphere sp=new Sphere(9.2);
        System.out.println("Circle Area: "+c.getArea());
        System.out.println("Square Area: "+s.getArea());
        System.out.println("Cube Area:"+b.getArea());
        System.out.println("Sphere Area:"+sp.getArea());
    }
}

class Circle{
    double radius;
    Circle(double radius){
        this.radius=radius;
    }
    double getArea() {
        return (22.0/7.0)*radius*radius;
    }
}

class Square{
    double side;
    Square(double side)
    {
        this.side=side;
    }
    double getArea() {
        return side*side;
    }
}

class Cube{
    double area;
    Cube(double area){
        this.area=area;
    }
    double getArea() {
        return 6*area*area;
    }
}

class Sphere{
    double radius;
    Sphere(double radius){
        this.radius=radius;
    }
    double getArea() {
        return 4*(22.0/7.0)*radius*radius;
    }
}

```