Name :Nandeesh N Java Phase end Project

Objective:

- 1. Calculate areas of geometric shapes using Java programming.
- 2. IDE & Setup: Developed in Eclipse IDE for Java development.
- 3. Classes: Utilizes a Shape class as a base for geometric shapes.
- 4. Shapes Implemented: Includes Circle and Rectangle classes inheriting from Shape.
- 5. Area Computation: Methods within each shape class calculate their respective areas.
- 6. Object Creation: Demonstrates object instantiation for circles and rectangles.
- 7. Polymorphism: Utilizes polymorphism to handle various shapes uniformly.
- 8. ArrayList Usage: Manages shapes using Java's ArrayList for easy handling.
- 9. Error Handling: Implements try-catch-finally blocks for robust execution.
- 10. Output: Displays calculated areas for each shape by iterating through the list of shapes