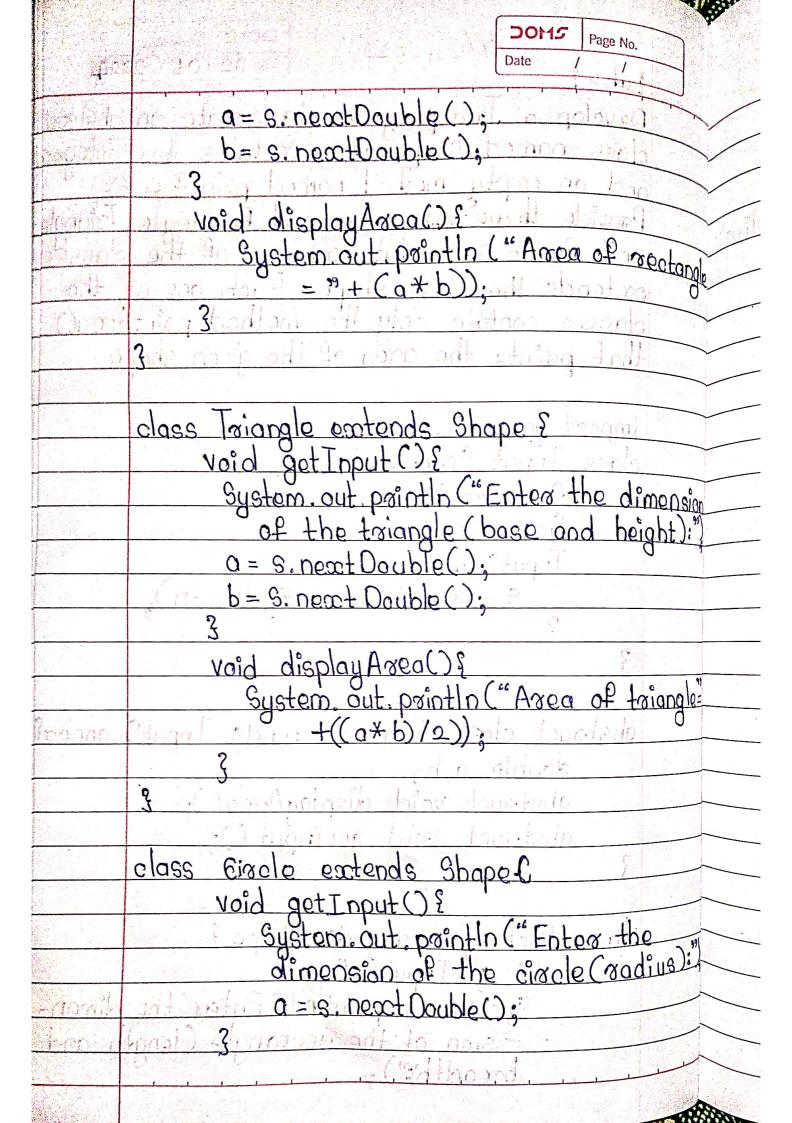
MA 1-1-23A Page No. Lab: 4. Date 02 / OL / 2028 Develop a Java program to create an abstract class named shape that contains two integers and an empty method named print Area ()
Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class shape: Each one of the classes contain only the method point Asea() that paints the area of the given shape impost java. util. Scannes; class Input Scannes & Scanner () Hay to make Scanne or sight and to Input Scanner () ? 5 = new Scanner (System.in). ion abstract class Shape extends Input Scanners abstract void display Area (); abstract void getInput (); class Rectangle extends Shape? You'd get Input () Enter the dimen-System out println ("Enter the dimen-- sion of the rectangle (length and breadth:")



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void displayArea();		
void displayArea()? System. out.println + (8.14 * a	("Area	of circle=
+ (3.14 * a	*a)).	0.001
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		en y
7 27 - 7/3	15 In	r-7-5-4

class Main Method?

public static void main (String args []) {

Rectangle R = new Rectangle();

R. get Input ();

R. display Area ();

Triangle T = new Triangle();
T. getInput();
T. display Area();

Circle C = new Circle (); C. get Input ();

C. display Area ();

Output:

Enter the dimension of the rectangle Clengh and breadth:

Area of rectangle = 20.0 Enter the dimension of the triangle (base

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	and height: 2000 Australia hier
	Agea of triangle = 27.0  Enter the dimension of the circle (radius):
	Agea of Circle = 78.5
11.10	Rectangle R- new Rectangle O.
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