

Aim:

Write a java program to create a super class called Figure that receives the dimensions of two dimensional objects. It also defines a method called area that computes the area of an object. The program derives two sub-classes from Figure. The first is Rectangle and second is Triangle. Each of the sub classes override area() so that it returns the area of a rectangle and triangle respectively

Source Code:**AbstractAreas.java**

```
import java.util.Scanner;
abstract class Figure{
    double dim1;
    double dim2;
    abstract void area();
}
class Rectangle extends Figure{
    public void area(){
        System.out.println("Rectangle:");
        System.out.println("Area is "+(dim1*dim2));
    }
}
class Triangle extends Figure{
    public void area(){
        System.out.println("Triangle:");
        System.out.println("Area is "+(0.5*dim1*dim2));
    }
}
class AbstractAreas{
    public static void main(String args[]){
        Rectangle r1 = new Rectangle();
        Triangle t1 = new Triangle();
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter length and breadth of Rectangle :");
        r1.dim1=sc.nextInt();
        r1.dim2=sc.nextInt();
        System.out.println("Enter height and side of Triangle :");
        t1.dim1=sc.nextInt();
        t1.dim2=sc.nextInt();
        r1.area();
        t1.area();
    }
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
Enter length and breadth of Rectangle : 12
14

Enter height and side of Triangle : 7
5
Rectangle:
Area is 168.0
Triangle:
Area is 17.5

Test Case - 2
User Output
Enter length and breadth of Rectangle : 4
8
Enter height and side of Triangle : 5
3
Rectangle:
Area is 32.0
Triangle:
Area is 7.5