```
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interface Area
  final static float pi = 3.14F;
  float compute(float x, float y);
}
class Rectangle implements Area
{
  public float compute(float x, float y)
  {
    return (x*y);
  }
class Circle implements Area
 public float compute(float x, float y)
  {
    return (pi*x*x);
  }
}
public class InterfaceTest
  public static void main(String[] args)
  {
    Rectangle rect = new Rectangle();
    Circle cir = new Circle();
    Area area;
```

```
area = rect;

System.out.println("Area of rectangle = "+area.compute(10,20));

area = cir;

System.out.println("Area of rectangle = "+area.compute(10,0));

}

Output —

Area of rectangle = 200.0

Area of rectangle = 314.0
```