**Write a Algorithm for finding area and perimeter for shapes:**

**Algorithm:**

**Step 01 :** Start

**Step 02 :** Create an interface for ShapePlan.

**Step 04 :** Declare the Methods inside the interface (Area and Perimeter).

**Step 06 :** Define a PI value inside the Shape\_Plan [As Constant].

**Step 07 :** Create an Abstract class named as Shape and implements with Shape\_Plan.

**Step 08 :** Declare the parameters.

**Step 09 :** Create classes for various shapes ( Circle, Rectangle, Square, and Triangle ), extend with shape class ( abstract class ) and define the Methods .

**Step 10 :** Apply the correct formula for the shapes.

**Step 11 :** Call the all shapes area and Perimeter methods by using objects.

**Step 12:** Display the result

**Step 13 :** Stop