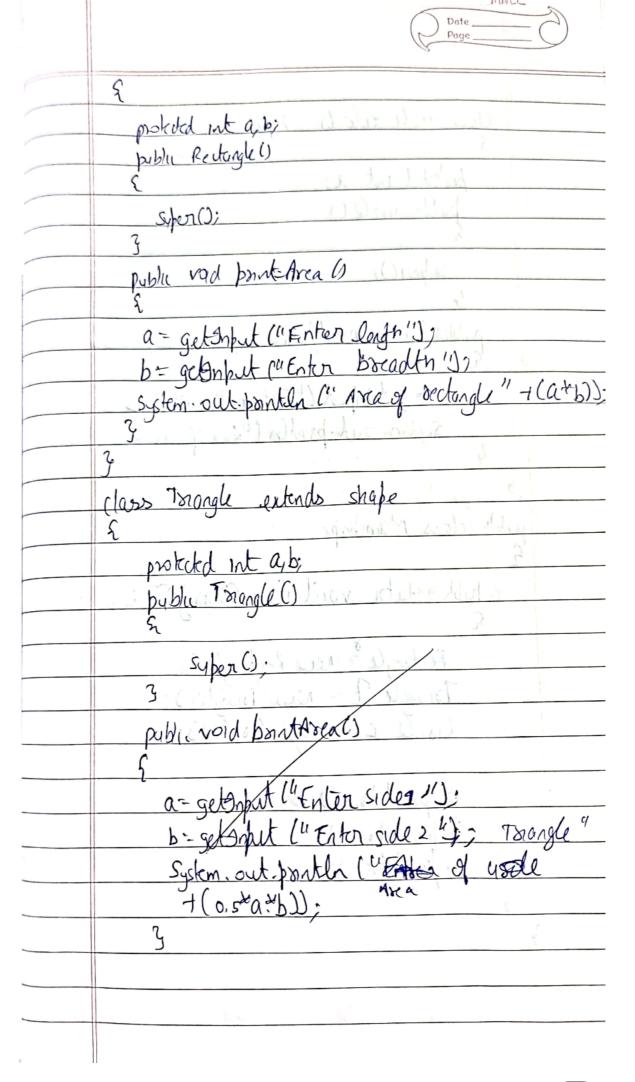
	classmate
	Lab 4
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	class inputs conner
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	protected scanner scanner;
	public InputScanera
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	Scanner = new Scanner (system.in):
	public int gitinput (String message)
	systemout printle (merrage);
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	protected int a, b;
	public shope()
	Super();
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	abstract public roid Bont Aseas;
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```
import java.util.Scanner;
public class InputScanner {
    private static final Scanner scanner = new Scanner(System.in);
    public static int getIntInput(String prompt) {
        System.out.print(prompt);
        return scanner.nextInt();
    }
abstract class Shape extends InputScanner {
    protected int side1;
    protected int side2;
    public abstract void printArea();
class Rectangle extends Shape {
   @Override
    public void printArea() {
        System.out.println("Area of Rectangle: " + (side1 * side2));
class Triangle extends Shape {
   @Override
    public void printArea() {
        System.out.println("Area of Triangle: " + (0.5 * side1 * side2));
class Circle extends Shape {
   @Override
    public void printArea() {
        System.out.println("Area of Circle: " + (Math.PI * side1 * side1));
```



```
public class MainClass {
    public static void main(String[] args) {
        Rectangle rectangle = new Rectangle();
        rectangle.side1 = InputScanner.getIntInput("Enter length of rectangle: ");
        rectangle.side2 = InputScanner.getIntInput("Enter width of rectangle: ");
        rectangle.printArea();
        Triangle triangle = new Triangle();
        triangle.side1 = InputScanner.getIntInput("Enter base of triangle: ");
        triangle.side2 = InputScanner.getIntInput("Enter height of triangle: ");
        triangle.printArea();
        Circle circle = new Circle();
        circle.side1 = InputScanner.getIntInput("Enter radius of circle: ");
        circle.printArea();
```

