

Develop a java program to create an abstract class named shape that contains two integer & an empty method named printArea(). Provide 3 classes named Rectangle, Triangle, circle such that each one of the classes extends the class shape. Each one of classes contain only the method printArea() that prints the area of given shape.

```
-> import java.util.Scanner;
```

```
class InputScanner {
```

```
    Scanner s;
```

```
    InputScanner() {
```

```
        s = new Scanner(System.in);
```

```
    }
```

```
abstract class Shape extends InputScanner {
```

```
    double a;
```

```
    double b;
```

```
    abstract void getInput();
```

```
    abstract void displayArea();
```

```
}
```

```
class Rectangle extends Shape {
```

```
    void getInput() {
```

```
        System.out.println("Enter the dimensions of  
rectangle (length, breadth)");
```

```
        a = s.nextDouble();
```

```
        b = s.nextDouble();
```

```
    }
```

```
    void displayArea() {
```

```
        System.out.println("Area of Rectangle: " + (a*b));
```

```
    }
```

```

class Triangle extends Shape {
    void getInput() {
        System.out.println("Enter dimension of  
Triangle (length, breadth)");
        a = s.nextDouble();
        b = s.nextDouble();
    }

    void displayArea() {
        System.out.println("Area of Triangle: " +  
        (a*b*0.5));
    }
}

```

```

class Circle extends Shape {
    void getInput() {
        System.out.println("Enter dimension of Circle  
(radius)");
        a = s.nextDouble();
    }

    void displayArea() {
        System.out.println("Area of circle: " + (3.14*a  
        *a));
    }
}

```

```

class main {
    public static void main (String[], args) {
        Rectangle new rectangle = new Rectangle Triangle();
        Triangle triangle = new Circle Triangle();
        Circle circle = new Circle();
        rectangle.getInput();
        rectangle.displayArea();
        triangle.getInput();
        triangle.displayArea();
    }
}

```



```
Circle.getInput();  
Circle.displayArea();
```

3

4

Output

Enter the dimension of the rectangle (length & breadth):

2, 3

Enter the dimension of the triangle (base & height):

2, 4

Enter the dimension of the circle (radius):

3

Area of ~~ba~~ Rectangle : 6.0

Area of Triangle : 4.0

Area of Circle : 28.25499