

finalCode\Three.java

```
1  /*
2  Write a Java program to create a class called Shape with a method called getArea().
3  Create a subclass called Rectangle that overrides the getArea() method to calculate the
4  area of a rectangle.
5  Expected Output:
6  Calculating area in Shape class
7  Generic Shape Area: 0.0
8  Rectangle Area: 15.0
9  */
10
11 import java.util.Scanner;
12
13 class Shape{
14     double getArea(){
15         System.out.println("Calculating area in Shape class");
16         return 0.0;
17     }
18 }
19 class Rectangle extends Shape{
20     double getArea(double length,  double width){
21         return length*width;
22     }
23 }
24
25 public class Three{
26     public static void main(String[] args) {
27         Scanner scan = new Scanner(System.in);
28         System.out.print("Enter the length of the triangle: ");
29         double l = scan.nextDouble();
30         System.out.print("Enter the width of the triangle: ");
31         double w = scan.nextDouble();
32
33         Shape s = new Shape();
34         Rectangle r = new Rectangle();
35
36         System.out.println("Generic Shape area: " + s.getArea());
37         System.out.println("Rectangle area: " + r.getArea(l, w));
38
39         scan.close();
40     }
41 }
```