

02/01/2020

- (4) Develop a java program to create an abstract class named shape that contains two integers and an empty method named printArea(). provide three classes named Rectangle, Triangle and circle such that each one of the classes extends class shape. Each one of the classes contain only the method printArea() that prints the area of the given shape

```
import java.util.*;
```

```
class InputScanner {  
    Scanner sc;  
    public InputScanner() {  
        sc = new Scanner(System.in);  
    }  
}
```

```
abstract class Shape extends InputScanner {  
    double a, b;  
    abstract void getInput();  
    abstract void displayArea();  
}
```

```
class Rectangle extends Shape {
```

```
    @Override
```

```
    void getInput() {
```

```
        System.out.print("Enter the length and width  
        of a Rectangle :");
```

```
        this.a = sc.nextDouble();
```

```
        this.b = sc.nextDouble();
```

```
    }
```

@Override

void displayArea() {

System.out.println("The area of the Rectangle is
: ", (this.a * this.b));

}

}

class Triangle extends shape {

@Override

void getInput() {

System.out.print("Enter Height and Base of
Triangle : ");

this.a = sc.nextDouble();

this.b = sc.nextDouble();

}

@Override

void display() {

System.out.print("Enter the radius of the circle:");

this.a = sc.nextDouble();

}

@Override

void displayArea() {

System.out.println("The area of the circle
is : ' + (Math.PI * this.a * this.a));

}

}

class AbstractDemo {

public static void main (String[] args) {

Shape s;

s = new Circle();

s.getInput();

s.get s.displayArea();

s = new Rectangle();

s.getInput();

s.displayArea();

s = new Triangle();

s.getInput();

s.displayArea();

}

}

output:-

enter the radius of circle : 3

The area of circle is : 28.2743338823 08138

enter the length and breadth of Rectangle : 2 4

The area of Rectangle is 8.0

enter the height and base of a Triangle : 4 4

The area of triangle is : 8.0

Done
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