**Write a program in Java to show the usefulness of Interfaces as a place to keep constant value of the program**

***CODE:***

***interface area***

***{***

***static final float pi=3.142f;***

***float compute(float x,float y);***

***}***

***class rectangle implements area***

***{***

***public float compute(float x,float y)***

***{***

***return(x\*y);}***

***}***

***class circle implements area***

***{***

***public float compute(float x,float y)***

***{***

***return(pi\*x\*x);}***

***}***

***class Main***

***{***

***public static void main(String args[])***

***{***

***rectangle rect=new rectangle();***

***circle cr=new circle();***

***area ar;***

***ar=rect;***

***System.out.println("Area of the rectangle= "+ar.compute(10,20));***

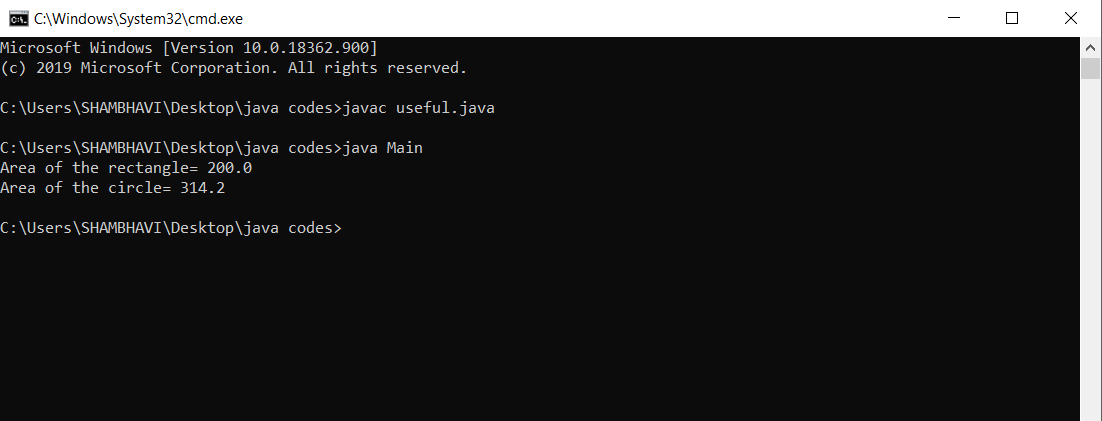
***ar=cr;***

***System.out.println("Area of the circle= "+ar.compute(10,0));***

***}***

***}***

***OUTPUT:***

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