**public** **class** AriaTriunghiuri {

**public** **float** Dreptunghic() {

**float** cat1=2f, cat2=3f;

**float** aria1=(**float**)(cat1\*cat2/2);

**return** aria1;

}

**public** **float** Echilateral() {

**float** l=2f;

**float** aria2=(**float**)(l\*l\*Math.*sqrt*(3)/4);

**return** aria2;

}

**public** **float** Oarecare1 () {

**float** l=2f, h=4f;

**float** aria3=(**float**)((l\*h)/2);

**return** aria3;

}

**public** **float** Oarecare2() {

**float** l1=3f, l2=5f;

**float** aria4=(**float**)(l1\*l2\*Math.*min*(l1,l2)/2);

**return** aria4;

}

**public** **float** Heron() {

**float** l1=2f, l2=4f, l3=6f, p=7;

**float** aria5=(**float**)(Math.*sqrt*((p-l1)\*(p-l2)\*(p-l3)));

**return** aria5;

}

}

**public** **class** AriaPatrulatere {

**public** **int** Dreptunghi() {

**int** L=2, l=7;

**int** ariad=(L\*l);

**return** ariad;

}

**public** **int** Patrat() {

**int** a=3;

**int** ariap=a\*a;

**return** ariap;

}

**public** **float** Romb() {

**float** d1=2f, d2=3f;

**float** ariar=(**float**)((d1\*d2)/2);

**return** ariar;

}

**public** **float** Trapez() {

**float** B=6f, b=3f, h=4f;

**float** ariat=(**float**)((B+b)\*h/2);

**return** ariat;

}

**public** **int** Paralelogram () {

**int** b=5, h=4;

**int** ariag=b\*h;

**return** ariag;

}

}

**public** **class** TestDrive2 {

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

AriaTriunghiuri test=**new** AriaTriunghiuri();{

System.***out***.println(test.Dreptunghic());

System.***out***.println (test.Echilateral());

System.***out***.println (test.Oarecare1());

System.***out***.println (test.Oarecare2());

System.***out***.println (test.Heron());

AriaPatrulatere test1=**new** AriaPatrulatere(); {

System.***out***.println (test1.Dreptunghi());

System.***out***.println (test1.Romb());

System.***out***.println (test1.Patrat());

System.***out***.println(test1.Trapez());

System.***out***.println (test1.Paralelogram());

}

}

}

}