2022-2026-CSE-A

Aim:

write a java program to prevent inheritance using abstract class.

- Create an abstract class Shape
- Create a class (Rectangle) which extends the class (Shape)
- Class Rectangle contains a method **draw** which prints **drawing rectangle**
- Create another class (circle1) which extends (Shape)
- Class circle1 contains a method draw which prints drawing circle
- Create a main class TestAbstraction1
- Create object for the class circle1 and called the method draw

Source Code:

TestAbstraction1.java

```
abstract class Shape{
   abstract void draw();
class Rectangle extends Shape
   void draw()
      System.out.println("drawing rectangle");
}
class Circle1 extends Shape
   void draw()
   {
      System.out.println("drawing circle");
   }
}
class TestAbstraction1 {
   public static void main(String args[])
   {
      Circle1 c = new Circle1();
      c.draw();
   }
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
drawing circle