

# SCALA PROGRAMMING

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Write a Scala program that creates an abstract class Shape with an abstract method area. Implement subclasses Rectangle and Circle that override the area method.

≡ OneCompiler

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HelloWorld.scala

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SCALA ▾

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```
1 abstract class Shape {  
2   def area: Double  
3 }  
4 class Rectangle(width: Double, height: Double) extends Shape {  
5   override def area: Double = width * height  
6 }  
7 class Circle(radius: Double) extends Shape {  
8   override def area: Double = math.Pi * radius * radius  
9 }  
10 object ShapeApp {  
11   def main(args: Array[String]): Unit = {  
12     val rectangle = new Rectangle(5, 3)  
13     println(s"Rectangle Area: ${rectangle.area}")  
14     val circle = new Circle(3.6)  
15     println(s"Circle Area: ${circle.area}")  
16   }  
17 }
```

STDIN

Input for the program ( Optional )

Output:

Rectangle Area: 15.0  
Circle Area: 40.71504079052372