

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{  
  
}  
class Rectangle extends Shape{  
  
}  
class circle1 extends Shape{  
    void draw(){  
        System.out.println("drawing circle");  
    }  
}  
class TestAbstraction1{  
    public static void main(String args[]){  
        circle1 obj = new circle1();  
        obj.draw();  
    }  
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
drawing circle