

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 Circle extends shape
{
    void draw()
    {
        System.out.println("drawing circle");
    }
}
class TestAbstraction1{
    public static void main(String args[])
    {
        shape s=new Circle();
        s.draw();
    }
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
drawing circle