Trisha
1BM19CS214.

Lab Program 4: Shape.

```java
import java.util.*;
abstract class shape
{   int a;
    int b;
    abstract void printArea();
}
class Rectangle entends shape
{   Rectangle ( int x, int y)
    {   a = x;
        b = y;
    }
    void printArea()
    {  System.out.println ( "Area is " + (a*b) );
    }
}

class Triangle entends shape
{   Triangle ( int x , int y )
    {   a = x;
        b = y;
    }
    void printArea ()
    {
        System.out.println ( " Area is " + (a* b * 0.5));
    }
}
```

```java
class Circle extends Shape {
    Circle ( int n)
    {  a = n;
    }

    void printArea ()
    { System.out.println (" Area is " + ( a * a * 3.14 ) );
    }

class lab 4
{  public static void main ( String args [] )
   {

        int l, b, ba, h, ra;
        Scanner sc = new Scanner ( System.in );
        System.out.println (" enter the length and
                             breadth of rectangle ");
        l = sc.nextInt ();
        b = sc.nextInt ();
        Rectangle r = new Rectangle ( l, b);
        r.printArea ();


        System.out.println ("Enter the base and height of triangle"),
        ba = sc.nextInt ();
        h = sc.nextInt ();
        Triangle t = new Triangle (ba, h),
        t.printArea (),


        System.out.println (" Enter the radius of circle ");
        ra = sc.nextInt ();
        Circle c = new Circle ( ra);
   }
}
```