Program 4

```
import java.util.Scanner;
abstract class shape
{
   abstract void Printarea();
   int integer1;
   int integer2;
   int result;
}
class rectangle extends shape{
   void Printarea()
   {
      System.out.println("Rectangle");
      Scanner scanner = new Scanner(System.in);
      System.out.println("Enter the width:");
      integer1 = scanner.nextInt();
      System.out.println("Enter the height");
      integer2 = scanner.nextInt();
      result = (integer1*integer2);
      System.out.println("The value of rectangle is :"+result);
   }
}
class Triagle extends shape
{
   void Printarea()
   {
      Scanner scanner = new Scanner(System.in);
      System.out.println("Triagle");
      System.out.println("Enter the base");
      integer1 = scanner.nextInt();
```

```
        System.out.println("Enter the height");
        integer2 = scanner.nextInt();
        double result = (0.5*integer1*integer2);
        System.out.println("The value of area of triagle is:"+result);

    }
}
class Circle extends shape

{
    void Printarea()
    {
        Scanner scanner = new Scanner(System.in);
        System.out.println("Circle");
        System.out.println("Enter the radius");
        integer1 = scanner.nextInt();
        double result = (3.14*integer1*integer1);
        System.out.println("The value of area of circle is:"+result);
    }
}
class main{
    public static void main(String args[])

    {
        rectangle R = new rectangle();
        Triagle T = new Triagle();
        Circle C = new Circle();
        R.Printarea();
        T.Printarea();
        C.Printarea();
    }
}
```

Output

```
Rectangle
Enter the width:
2
Enter the height
4
The value of rectangle is :8
Triagle
Enter the base
3
Enter the height

4
The value of area of triagle is:6.0
Circle
Enter the radius
4
The value of area of circle is:50.24
```