

JAVA PRACTICAL

CODE:

```
package JavaPrac;
import java.util.*;

abstract class Shape {
    int a,b;
    abstract public void printarea();
}

class Rectangle extends Shape{
    public int area_rect;
    public void printarea() {
        Scanner s=new Scanner(System.in);
        System.out.println("Enter the length and breadth of rectangle");
        a=s.nextInt();
        b=s.nextInt();
        area_rect=a*b;
        System.out.println("Length of rectangle "+a+" "+"Breadth of rectangle "+b);
        System.out.println("The area of rectangle is:"+area_rect);
    }
}

class Square extends Shape{
    double area_sq;
    public void printarea() {
        Scanner s= new Scanner(System.in);
        System.out.println("Enter the side of square");
        a=s.nextInt();
        area_sq=a*a;
        System.out.println("Side of square"+a+" ");
        System.out.println("The area of square is:"+area_sq);
    }
}

class Circle extends Shape{
    double area_circ;
    public void printarea() {
        Scanner s= new Scanner(System.in);
        System.out.println("Enter the radius of circle");
        a=s.nextInt();
        area_circ=3.14*a*a;
        System.out.println("Radius of circle"+a);
        System.out.println("The area of circle is:"+area_circ);
    }
}
```

```

public class Area{
    public static void main(String[] args) {
        Rectangle r = new Rectangle();
        r.printarea();
        Square sq = new Square();
        sq.printarea();
        Circle r1 = new Circle();
        r1.printarea();
    }
}

```

OUTPUT:

