

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 Circle1 extends shape
{
    void draw()
    {
        System.out.println("drawing circle");
    }
}
class TestAbstraction1{
    public static void main(String args[])
    {
        shape s = new Circle1();
        s.draw();
    }
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
drawing circle