

OBJECT ORIENTED PROGRAMMING LAB**Experiment No.: 17****Aim**

Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle,

Square and Circle. Test the package by finding the area of these figures.

Procedure

package graphics;

interface Interface

{

public double Rectangle(double l,double b);

}

public class Rectangle_graphics implements Interface

{

public double Rectangle(double l,double b)

{

double len=l;

double bred=b;

double side=len*bred;

return side;

}

}

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Date:30-05-2022

```
package graphics;
```

```
interface Interface1
```

```
{  
    public double Triangle(double a,double d);  
}
```

```
public class Triangle_graphics implements Interface1
```

```
{  
  
    public double Triangle(double a,double d)  
    {  
        double side1=a;  
        double side2=d;  
        double tarea=(side1*side2)*0.5;  
  
        return tarea;  
    }  
}
```

```
package graphics;
```

```
interface Interface2
```

```
{  
    public double Square(double q);  
}
```

```
public class Square_graphics implements Interface2
```

```
{  
  
    public double Square(double q)  
    {
```

```
double side=q;
```

```
double sarea=side*side;
```

```
return sarea;
```

```
}
```

```
}
```

```
package graphics;
```

```
interface Interface3
```

```
{
```

```
final double pi=3.14;
```

```
public double Circle(double q);
```

```
}
```

```
public class Circle_graphics implements Interface3
```

```
{
```

```
public double Circle(double r)
```

```
{
```

```
double radius=r;
```

```
double carea=pi*r*r;
```

```
return carea;
```

```
}
```

```
}
```

```
import graphics.*;
import java.util.*;
public class ShapeMain
{
    public static void main(String args[])
    {
        Scanner sc=new Scanner(System.in);
        System.out.println("-----");
        System.out.println("-----");
        System.out.println("Enter the length of Rectangle");
        double l=sc.nextDouble();
        System.out.println("Enter the breadth of Rectangle");
        double b=sc.nextDouble();
        Rectangle_graphics rec= new Rectangle_graphics();
        System.out.println("Area of Rectangle is:" +rec.Rectangle(l,b));
        System.out.println("-----");
        System.out.println("-----");
        System.out.println("Enter the side1 of triangle");
        double a=sc.nextDouble();
        System.out.println("Enter the side2 to be triangle");
        double d=sc.nextDouble();
        Triangle_graphics tri= new Triangle_graphics();
        System.out.println("Area of triangle is:" +tri.Triangle(a,d));
        System.out.println("-----");
        System.out.println("-----");
        System.out.println("Enter the side of square");
        double q=sc.nextDouble();
        Square_graphics sq= new Square_graphics();
```

```
        System.out.println("Area of square is:" +sq.Square(q));
        System.out.println("-----");
        System.out.println("-----");
        System.out.println("Enter the Radius of Circle");
        double r=sc.nextDouble();
        Circle_graphics ci= new Circle_graphics();
        System.out.println("Area of Circle is:" +ci.Circle(r));
        System.out.println("-----");
        System.out.println("-----");

    }
}
```

Output Screenshot

```
D:\JAVA PGMS>javac ShapeMain.java
```

```
D:\JAVA PGMS>java ShapeMain
```

```
-----
```

```
Enter the length of Rectangle
```

```
4
```

```
Enter the breadth of Rectangle
```

```
5
```

```
Area of Rectangle is:20.0
```

```
-----
```

```
Enter the side1 of triangle
```

```
3
```

```
Enter the side2 to be triangle
```

```
4
```

```
Area of triangle is:6.0
```

```
-----
```

```
Enter the side of square
```

```
6
```

```
Area of square is:36.0
```

```
-----
```

```
Enter the Radius of Circle
```

```
5
```

```
Area of Circle is:78.5
```

```
-----
```

```
-----
```