OBJECT ORIENTED PROGRAMMING LAB

Experiment No.: 17

<u>Aim</u>

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.

Name: vismaya mohan

Roll No:54

Batch: B

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Procedure

Graphics.java

```
package graphics;
import java.util.Scanner;
interface fig{
   public double recArea();
   public double cirArea();
   public double squArea();
   public double triArea();
}

public class Graphics implements fig {
   Scanner s = new Scanner(System.in);
   int r,l,b,a;
   double pi = 3.14,area;
   public double recArea(){
   System.out.println("Enter length of rectangle:");
```

```
l=s.nextInt();
System.out.println("Enter breadth of rectangle:");
b=s.nextInt();
area=l*b;
  return area;
  public double cirArea(){
  System.out.println("Enter radius of circle:");
   r = s.nextInt();
   area = pi * r * r;
   return area;
   }
  public double squArea(){
  System.out.println("Enter the side of the square:");
   a = s.nextInt();
   area = a * a;
   return area;
  public double triArea(){
  System.out.println("Enter the width of the Triangle:");
  double base = s.nextDouble();
  System.out.println("Enter the height of the Triangle:");
  double height = s.nextDouble();
  double area = (base* height)/2;
  return area;
       }
AreaGraphics.java
import graphics.*;
public class AreaGraphics {
public static void main(String []args){
```

```
Graphics Ob = new Graphics();
System.out.println(Ob.recArea());
System.out.println(Ob.cirArea());
System.out.println(Ob.squArea());
System.out.println(Ob.triArea());
}
```

Output Screenshot

```
C:\Users\Student\Documents>javac AreaGraphics.java
C:\Users\Student\Documents>java AreaGraphics
Enter length of rectangle:
4
Enter breadth of rectangle:
5
20.0
Enter radius of circle:
2
12.56
Enter the side of the square:
5
25.0
Enter the width of the Triangle:
2
Enter the height of the Triangle:
5
5.0
C:\Users\Student\Documents>
```