

9-12-22

## LAB program - 4

4)

Develop a Java program to create abstract class named shape contain two integers and an empty method named print Area(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class shape. Each one of the classes contain only the method printArea() that print the area of the given shape.

```
import java.util.Scanner();
```

```
import java.lang.Math.*;
```

```
abstract class shape{
```

```
    public int a;
```

```
    public int b;
```

```
    abstract public void print Area();
```

```
    Scanner s = new Scanner(System.in);
```

```
class Rectangle extends shape{
```

```
    public void printArea(){
```

```
        System.out.print("Enter length and breadth")
```

```
        float a = s.nextFloat();
```

```
        float b = s.nextFloat();
```

```
        float area = a * b;
```

```
        System.out.println("Area = " +
```

```
        area + " sq. units");
```

```
    }
```

```
}
```

```

class tring extends shape {
    public void printArea()
    system.out.print ("Enter the three sides ")
    float a = s.nextFloat();
    float b = s.nextFloat();
    float c = s.nextFloat();
    float d = (a+b+c)/2;
    double area = Math.sqrt (d*(d-a)*
        (d-b)*(d-c));
    system.out.println ("Area = "+area+"
        sq. units");
}

```

```

}
class figure {
public static void main (String args[]) {
class circle extends shape {
    public void printArea() {
        system.out.print ("Enter the radius of
            circle");
        float a = s.nextFloat();
        float area = 22/7 * a*a;
        system.out.println ("Area = "+area+"
            sq. units");
    }
}

```



```
class figure {
```

```
    public static void main (String args[])
```

```
    {  
        shape r = new rectangle();
```

```
        shape t = new triangle();
```

```
        shape c = new circle();
```

```
        for (int i = 0; i < 100; i++) {
```

```
            System.out.println (" 1) Triangle 2)
```

```
                                Rectangle 3) circle
```

```
            System.out.println ("Enter your choice");
```

```
            Scanner s = new Scanner (System.in);
```

```
            int ch = s.nextInt();
```

```
            switch (ch) {
```

```
                case 1 : t.printArea();
```

```
                    break;
```

```
                case 2 : r.printArea();
```

```
                    break;
```

```
                case 3 : c.printArea();
```

```
                    break;
```

```
                default : System.out.println  
                           ("Invalid choice");
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

## output

1) Triangle

2) rectangle

3) Circle

Enter your choice : 1

Enter three sides of triangle : 4 5 6

Area = 9.92156741 sq.units

1> Triangle

2> rectangle

3> Circle

Enter your choice : 2

Enter the length and breadth of rectangle : 34 5

Area = 170.0 sq units

1> Triangle

2> rectangle

3> circle

Enter your choice : 3

Enter the radius of circle : 10

Area = 300.0 sq. units

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```
C:\javaprograms>javac figure.java
```

```
C:\javaprograms>java figure
```

```
1)Triangle
```

```
2)Rectangle
```

```
3)Circle
```

```
Enter your choice:
```

```
1
```

```
Enter three sides of triangle: 2 3 5
```

```
Area=0.0sq.units
```

```
1)Triangle
```

```
2)Rectangle
```

```
3)Circle
```

```
Enter your choice:
```

```
2
```

```
Enter length and breadth of rectangle: 2 4
```

```
Area=8.0sq.units
```

```
1)Triangle
```

```
2)Rectangle
```

```
3)Circle
```

```
Enter your choice:
```

```
3
```

```
Enter radius of circle: 4
```

```
Area=48.0sq.units
```

```
1)Triangle
```

```
2)Rectangle
```

```
3)Circle
```

```
Enter your choice:
```