**Q.** Write code to calculate the volume of any shape(circle ,rectangle) given by user. Given: Two separate classes for calculating area of them separately. Third class paint calculator should not have any constructor.

Explanation-

The best possible way to implement this problem is by using interface class.Make a generalized class Shape and by giving shape we can calculate area (for circle and rectangle for time being later we can add for other shapes also)just by using one single function for all different kinds of shapes.

**INTERFACE-**

There are mainly three reasons to use interface. They are given below.

* It is used to achieve abstraction.
* By interface, we can support the functionality of multiple inheritance.
* It can be used to achieve loose coupling.

An **Java interface** cannot contain an implementation of the methods, only the signature (name, parameters and exceptions) of the method. You can use **interfaces** in **Java** as a way to achieve polymorphism.