

PROGRAM

```
package Graphics;
import java.util.Scanner;
interface Area{
    void area();
}
class Rectangle implements Area{
    public void area(){
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter length :");
        int l=sc.nextInt();
        System.out.println("Enter breadth :");
        int b=sc.nextInt();
        float a=l*b;
        System.out.println("Area :"+a);
    }
}
class Triangle implements Area{
    public void area(){
        Scanner sc=new Scanner(System.in);
```

```
        System.out.println("Enter base :");
        int b=sc.nextInt();
        System.out.println("Enter height :");
        int h=sc.nextInt();
        float a=b*h/2;
        System.out.println("Area :"+a);
    }
}

class Square implements Area{
    public void area(){
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter length of a
side :");
        int s=sc.nextInt();
        float a=s*s;
        System.out.println("Area :"+a);
    }
}

class Circle implements Area{
    public void area(){
        float pi=3.14f;
```

```
Scanner sc=new Scanner(System.in);
System.out.println("Enter radius :");
int r=sc.nextInt();
float a=pi*r*r;
System.out.println("Area :"+a);
}
}
class Areas{
    public static void main(String ar[]){
        Rectangle r=new Rectangle();
        Triangle t=new Triangle();
        Square s=new Square();
        Circle c=new Circle();
        System.out.println("Area of
Rectangle");
        r.area();
        System.out.println();
        System.out.println("Area of Triangle");
        t.area();
        System.out.println();
        System.out.println("Area of Square");
```

```
s.area();  
System.out.println();  
System.out.println("Area of Circle");  
c.area();  
}  
}
```

OUTPUT

Area of Rectangle

Enter length : 7

Enter breadth : 5

Area : 35

Area of Triangle

Enter base : 5

Enter height : 9

Area : 22.5

Area of Square

Enter length of a side : 4

Area : 16

Area of Circle

Enter radius : 3

Area : 28.27