

Q

```
Ans import java.util.*;  
import java.lang.*;
```

```
abstract class shape {
```

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

```
int x1, x2;
```

```
Shape() {
```

```
System.out.println("Enter two numbers: ");
```

```
x1 = in.nextInt();
```

```
x2 = in.nextInt();
```

```
}
```

```
abstract void printarea();
```

```
}
```

```
class Rectangle extends Shape {
```

```
void printarea() {
```

```
System.out.println("Area of Rectangle: " + (x1 * x2));
```

```
}
```

```
}
```

```
class Triangle extends Shape {
```

```
void printarea() {
```

```
System.out.println("Area of triangle: " + (x1 * x2) / 2);
```

```
}
```

```
}
```

```
class Circle extends Shape {
```

```
void printarea() {
```

```
System.out.println("Area of circle 1: " + (3.14 * x1 * x1));
```

```
System.out.println("Area of circle 2: " + (3.14 * x2 * x2));
```

```
}
```

```
}
```



```
class Abstract {  
    public static void main (String[] args) {  
        Shape s;  
  
        s = new Rectangle();  
        s.printarea();  
  
        s = new Triangle();  
        s.printarea();  
  
        s = new Circle();  
        s.printarea();  
    }  
}
```