```
SHAPE:
imposit jove. util. scoresi)
  abstract class shape {
    int intlintes
   abstract double print Areal)
 3
Class Rectagle extends shope {
    Rectargle Cint a , int b) {
       int (= a)
       int 2=5 >
  double paint Areac) &
      system out painten (" For Rectose");
      return int 1 * Int 2',
 3
class Paiengle extends shape &
         Thingle Cinto, int b) {
           in+ 1= 0')
           int 2=5's
        double paint Alea C) {
          systemout. paintin ("Fox 72) engle");
         tetuan (intitint 2) /2;
       94
   4
```

```
class ciacle extends shope &
   ciacle ( int a) &
   intl=aj
  double paint Alea C) {
    Cystem.out. paintin ("Fox circle")
    90 tuan 3.14 * Intl * Intl)
     Shope Mein & was soon or colours I may dea motore
    Public static void main (staing ages CJ) &
   Rectorgle &= new rectorgle (10,26)
     Tricogle t = rew Tricogle (20,30)
      circle e = newclade (35)
  Systemout paint in L''Area of Rectorgle 15: "+ 9. paint Area ())
  system out paint in ("Area of Exiciple is:" + t. paint Area ())
  system. ust . paint en (" Area of clack is: "+ c. paint Area ());
3
```