Lab program 4

Develop a Java program to create an abstract class named Shape that contains two integers and an empty method named printArea(). 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 prints the area of the given shape.

```
import java.util.*;
abstract class Shape
{
int a=3;
int b=4;
abstract int printArea();
}
class Rectangle extends Shape
{
int printArea()
{
System.out.println("Area of rectangle is:");
return a*b;
}
}
class Triangle extends Shape
{
int printArea()
{
System.out.println("Area of triangle is:");
return (int)(0.5*a*b);
}
}
```

class Circle extends Shape

```
{
int printArea()
{
System.out.println("Area of circle is:");
return (int)(3.14*a*a);
}
}
class lab4
{
public static void main(String args[])
{
Rectangle r=new Rectangle();
Triangle t=new Triangle();
Circle c=new Circle();
Shape f;
f=r;
System.out.println(f.printArea());
f=t;
System.out.println(f.printArea());
f=c;
System.out.println(f.printArea());
}
}
```

