

```
import java.util.*;
```

```
abstract class Shape
```

```
{
```

```
    abstract public void draw();
```

```
}
```

```
class Square
```

```
{
```

```
    void draw()
```

```
{
```

```
        System.out.println("It is a Square");
```

```
}
```

```
}
```

```
class Triangle
```

```
{
```

```
    void draw()
```

```
{
```

```
        System.out.println("It is a Triangle");
```

```
}
```

```
}
```

```
class AbstractMain
```

```
{
```

```
    public static void main(String args[])
```

```
{
```

```
        int c;
```

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

```
        Square s=new Square();
```

```
        Triangle t=new Triangle();
```

```
        do
```

```
{
```

```
System.out.println("Menu\n1:Square\n2:Triangle\n3:Exit\nEnter your choice:");
c=ab.nextInt();
switch(c)
{
case 1: s.draw();break;
case 2: t.draw();break;
case 3:break;
}
}while(c!=3);
}
}
```

### **OUTPUT:**

D:\Aniket JAVA>javac AbstractMain.java

D:\Aniket JAVA>java AbstractMain

Menu

1:Square

2:Triangle

3:Exit

Enter your choice:

1

It is a Square

Menu

1:Square

2:Triangle

3:Exit

Enter your choice:

2

It is a Triangle

Menu

1:Square

2:Triangle

3:Exit

Enter your choice:

3