LAB 4

```
import java.util.*;
abstract class Shape
{
    int a, b;
    abstract void printArea();
}
class Rectangle extends Shape
{
    Rectangle(int x, int y)
    {
        a = x;
        b = y;
    }
    void printArea()
    {
        System.out.println("Area of rectangle is " + (a*b));
    }
}
class Triangle extends Shape
{
    Triangle(int x, int y)
    {
        a = x; b = y; }
    void printArea()
    { System.out.println("Area of triangle is " + (a*b*0.5)); }
}
class Circle extends Shape
{
    Circle(int x)
    { a = x; }
    void printArea()
    { System.out.println("Area of circle is " + (3.14*a*a)); }
}
```

```
class Lab4
{
    public static void main (String args[])
    {
        Scanner sc = new Scanner (System.in);
        System.out.println("Enter the length,
        breadth of rectangle");
        int l = sc.nextInt();
        int b = sc.nextInt();
        Rectangle r = new Rectangle (l,b);
        System.out.println("Enter base and height
        of triangle");
        int ba = sc.nextInt();
        int h = sc.nextInt();
        Triangle t = new Triangle (ba, h);
        System.out.println("Enter the radius of circle");
        int ra = sc.nextInt();
        Circle c = new Circle (ra);
        c.printArea();
        r.printArea();
        t.printArea();
    }
}
```